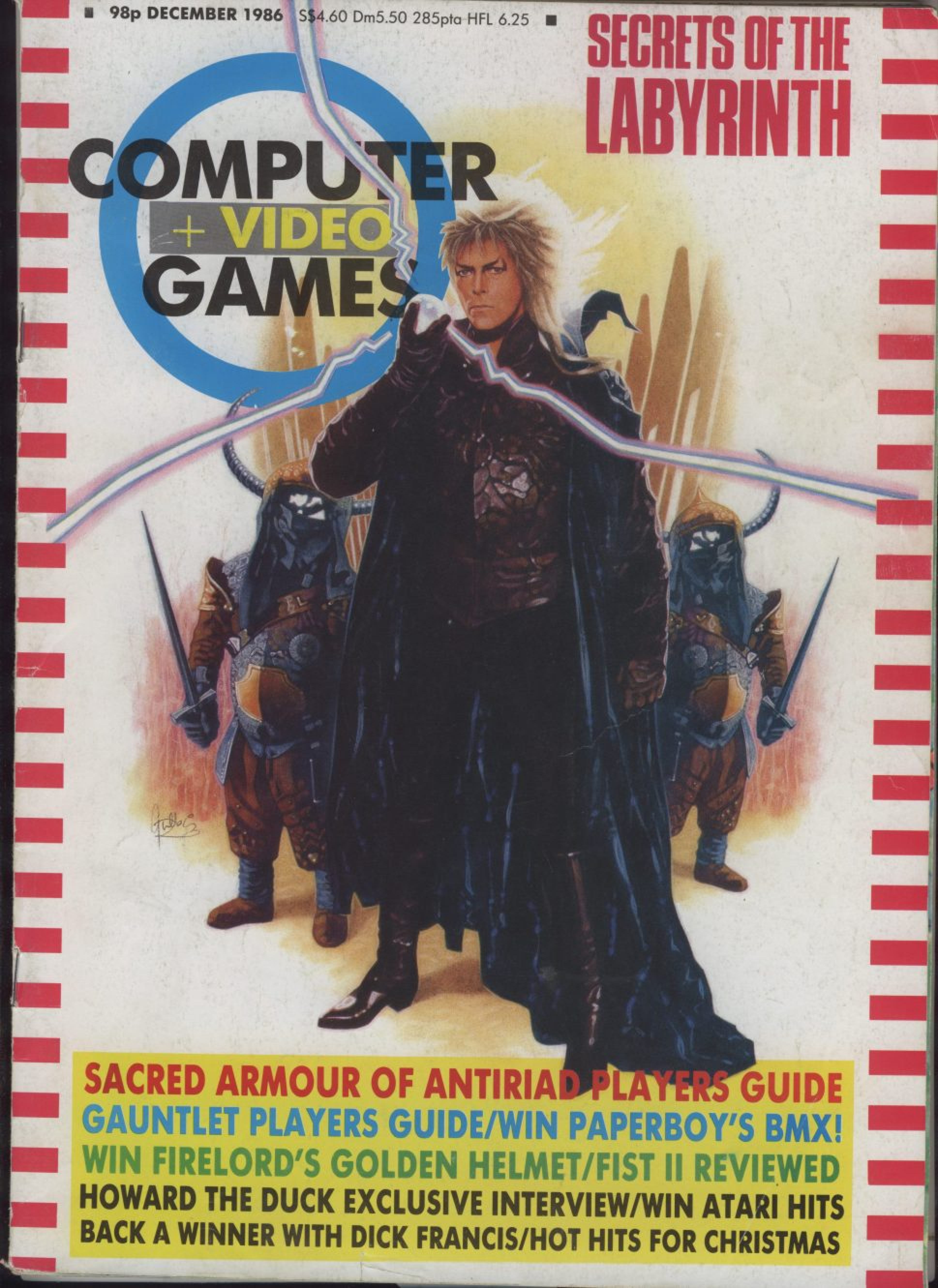

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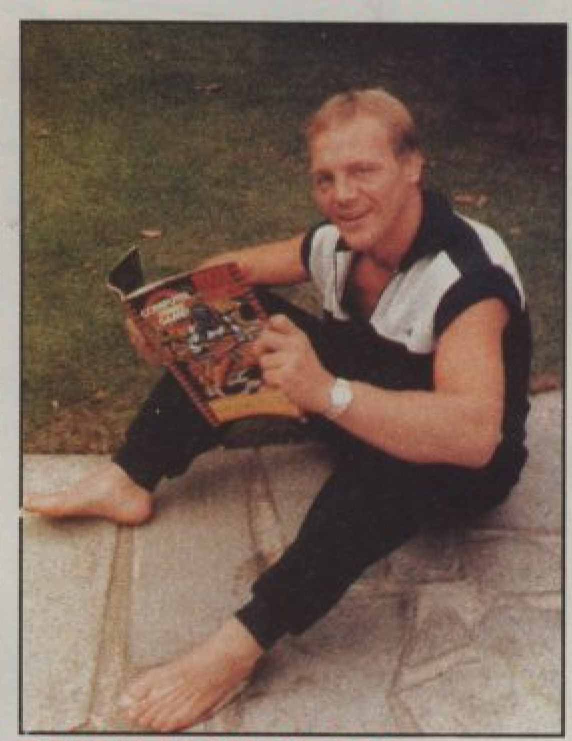


## NEWS & REVIEWS





HOWARD THE DUCK/P119



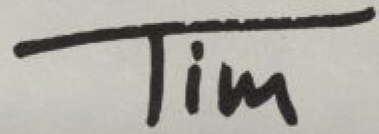
BRIAN JACKS/P132



MEGA-ZAPPER/P16

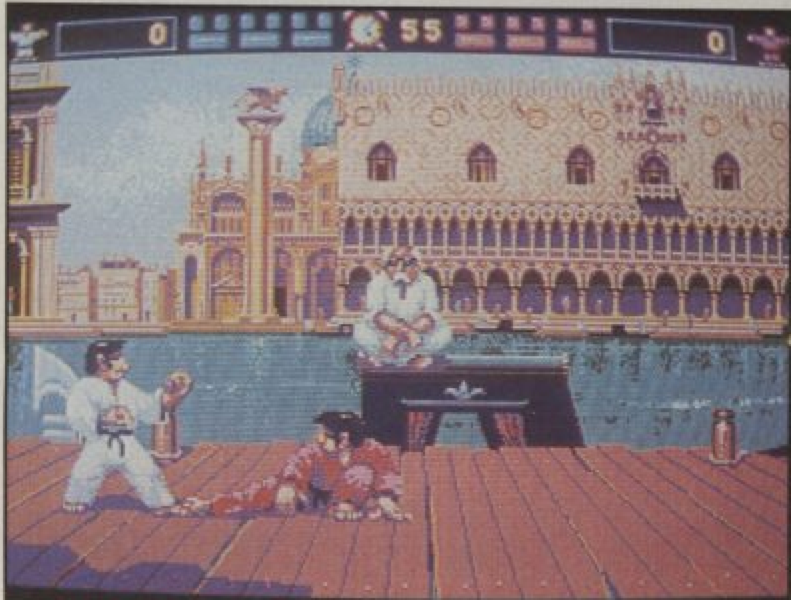
# INSIDE STORY

● You'll be dancing in the street if you get your hands on this copy of C+VG. You never knew there was so much in it! We've got mega-star David Bowie in digitised form starring in a brand new Lucasfilm game based on the movie called Labyrinth. Marshal M. Rosenthal has been rapping with the Californian coders to bring you a laid-back trip around the Goblin Lord's mad maze. We've also been ruffling Howard the Ducks feathers with a few probing questions in our exclusive interview — AND there's news on the Activision game starring Howard. *Sacred Armour of Antirads* is one of our Games of the Month this issue — we've reviewed this instant classic and there are games tips with a map thrown in. *Gauntlet* is the game of the moment and C+VG's spies have tracked down some games tips from the Four Gauntleteers — the programmers who have been working on the coin-op conversion which could well be the Christmas number one. All this plus our brand new Street Seen previews section and Tony Takoushi's revamped Hot Gossip page at the back of the mag. Tony must be the longest serving commentator on the games scene — so we've decided to give him space to let off steam about things that make him see red. Plus tons of compeitions, 20 whole pages of reviews and lots more. And all for less than £1 How do we do it? Grill knows . . .

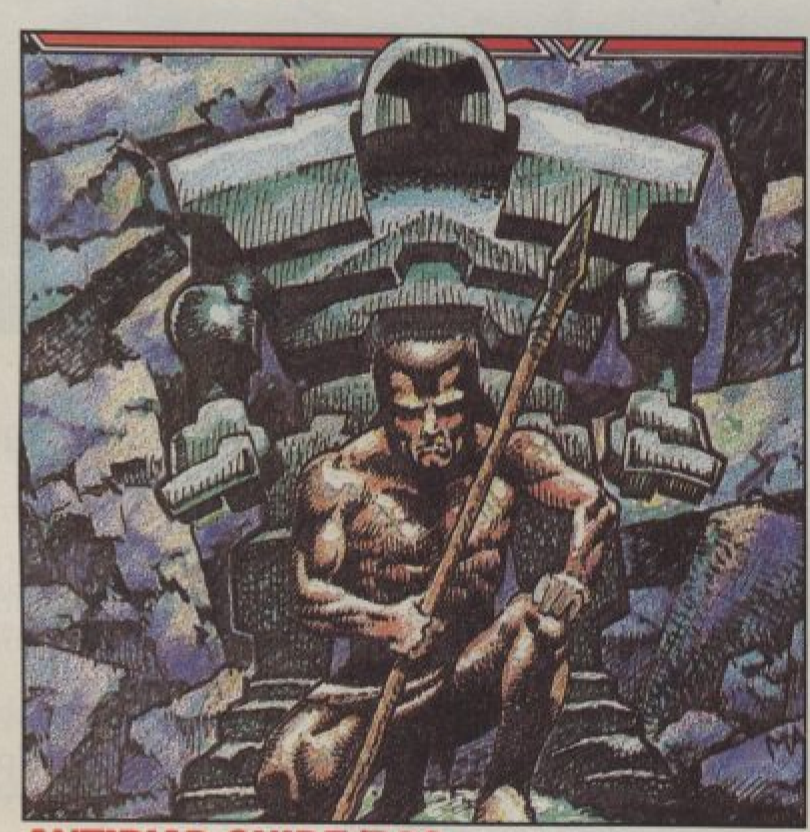









ST KARATE/P8



ANTIRIAD GUIDE/P82




DREDD/P134



TRANSFORMERS/P8



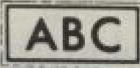
GAUNTLET/P134




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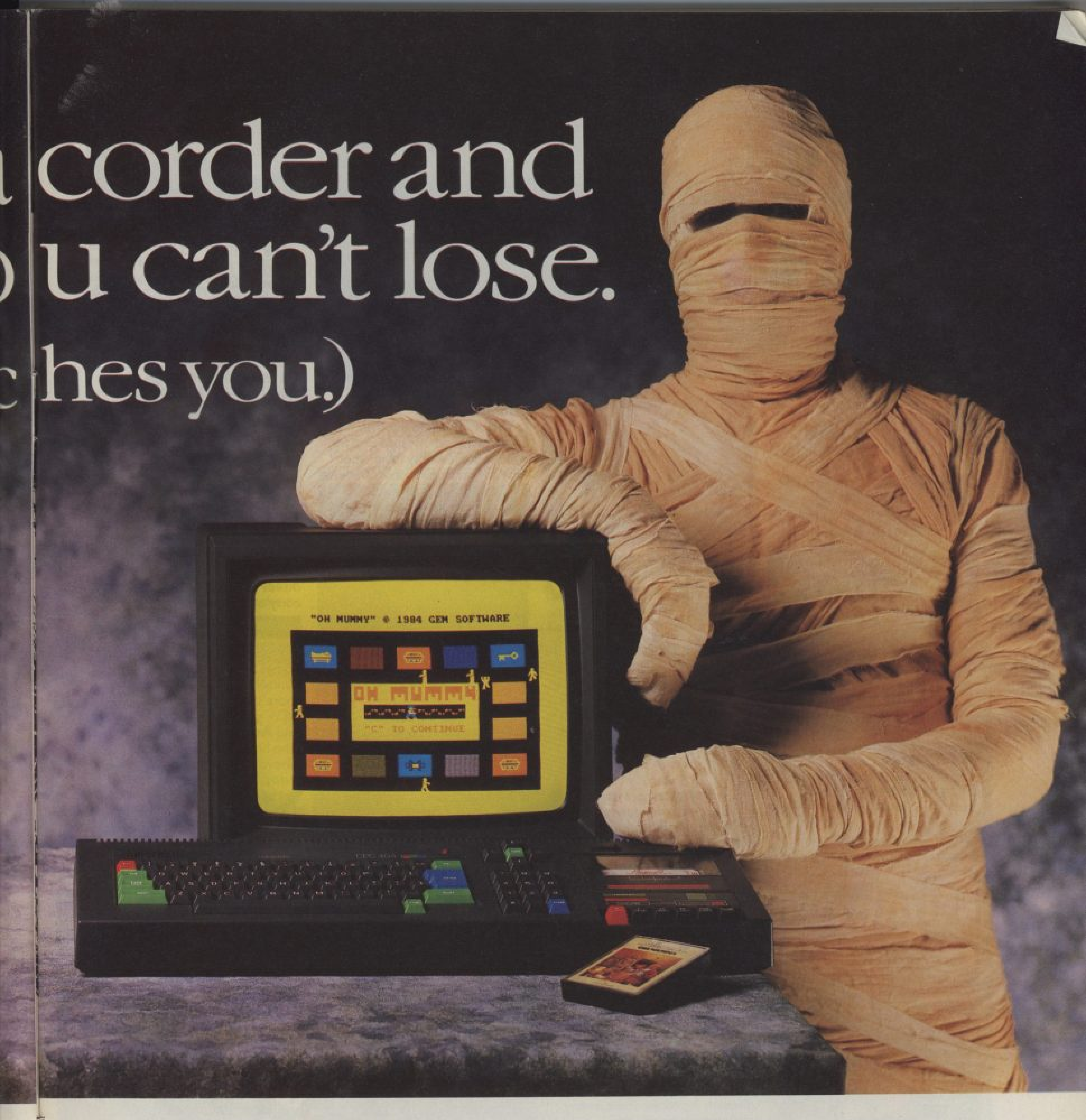
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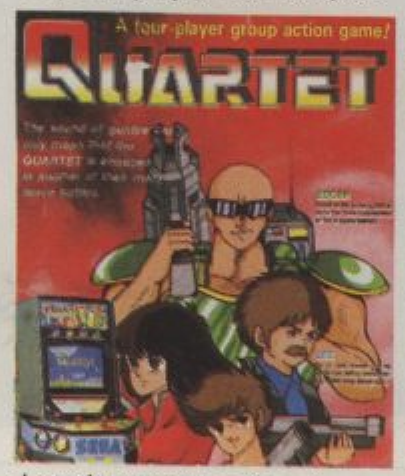
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■ More arcade conversions are on the way — this time from **Activision.** The addictive multi-player game **Quartet** — which C+VG had at our stand at the recent Personal Computer World Show — is one of them, **Enduro Racer,** a terrific moto-cross bike racing game is the other. In **Quartet** you control a

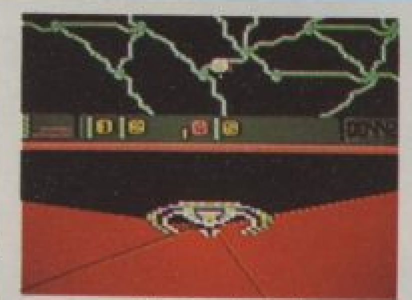


three man and a girl team out to rid a space colony of evil pirates. The coin-op is a definite **Gauntlet** clone, except the action scrolls horizontally. **Enduro Racer** puts you in charge of a high powered trail bike racing across rugged terain against other riders and the clock. Leap over jumps, avoid rocks, skid




through water-traps. The coin-op version — just out over here — in the arcades has a **Paperboy/ Hang On** style set of handlebars and some versions have a full bike complete with hydraulic action! Both games are being written for Activision by the **Probe Software** outfit.

■ **Tracker** is a tactical battle against an artificially intelligent



enemy combining a high degree of strategy and a fast 3D arcade game. The screen shot shows the arcade sequence where you fly down a 3D tunnel trying to blast the Cycloid as he comes towards you. The top half of the screen shows an enlarged view of the trackways which make up the map of sectors, and your number four Skimmer under attack. The aim is to deploy your eight Skimmers and knock out the Cycloid's central communications headquarters which is placed in the central sector. The trackways you can see in the top of the screen are just part of the game's huge map. **Tracker** is an original game from Rainbird for the 64/128. It will set you back £14.95 on tape and £17.95 on disk.

■ Captain's Log, Stardate 16.11.86. Mutiny and rebellion by starships in the Sagittarius arm of the galaxy. Allegiance has been switched to the Klingon Empire. The "mutiny sphere" is spreading and could engulf the United Federation of Planets within months.

Captain James T. Kirk of the U.S.S. Enterprise must investigate, discover the cause of the mutiny and reverse the effects.

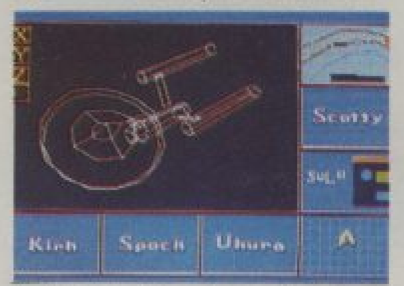
That is the mission facing Kirk and his crew in **Beyond's Star Trek** game.

With no known means of stemming the rising tide of mutiny within the star fleet, Star Fleet Command has been forced to completely isolate the renegade zone by creating around it a Klein Sphere, an intersteller barrier though which no material object can possibly pass.

Before the barrier was complete, the USS Enterprise entered the Quarantine Zone.

Your mission is to discover the cause of the mutiny, suspicion for which has inevitably fallen upon the Klingon Empire, and to reverse the course of the rebellion.

If the Enterprise succeeds, the thousand stars within the Quarantine Zone, not to mention




the Klingon, Romulan and Federation vessels enclosed within the Klein Sphere, will be saved.

If the Enterprise fails, the crew, the ship itself and all the inhabitants of the Quarantine Zone will be condemned to eternal imprisonment as Star Fleet Command makes the final adjustments to the Klein Sphere, turning it into a permanent feature



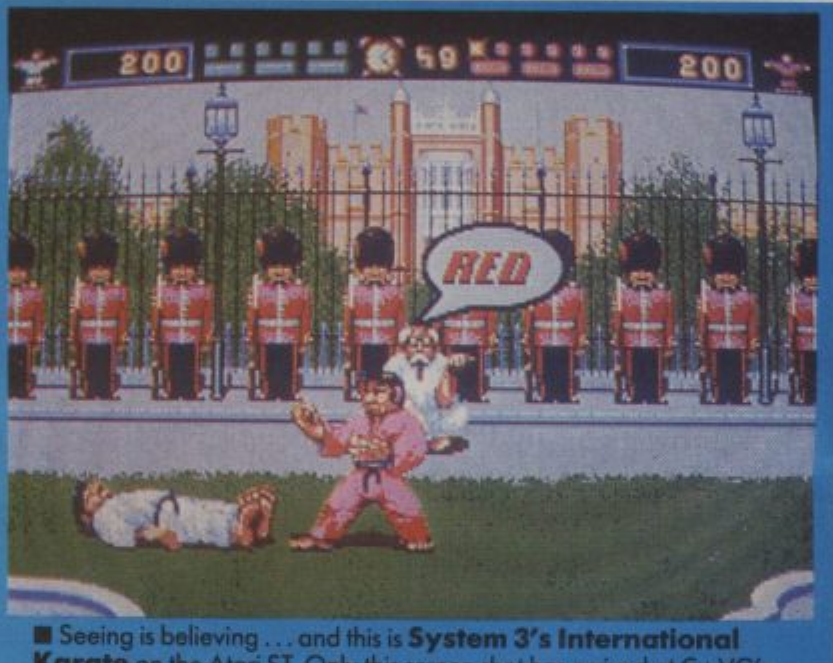
of the galaxy.

Beyond's other release, **Infodroids** (CBM 64, £9.95), is set in a massive city taking up an entire planet.

A travel system developed for the Infodroids was based on a platform expressway, known as the speed platform system. The speed platform consists of eight lanes, four moving in each direction. Each of these lanes move at a different speed, giving an effect which on the computer is awe inspiring.

As a droid operator, the player must direct his droids around the system, fighting other company droids and pirate droids. Scattered about the system are various rooms which should be visited by droids in order for the player to carry out his tasks.

■ We've had games from books, games from films, now prepare yourself for games from cartoons. There's **Transformers** — the NEW game from **David Crane** and **Activision**. David Crane, who has also brought you the innovative **Little Computer People** and the classic **Pitfall**, has been working for some time on this project. It's nothing like the disappointing Ocean Transformers game released a few months back. Read more about it in our *Hot Hits for Christmas* feature elsewhere in



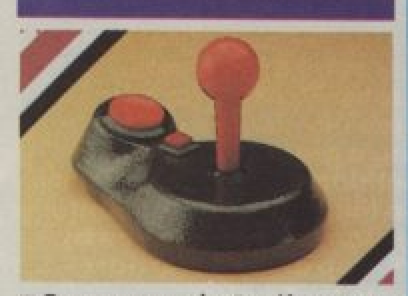

■ Seeing is believing . . . and this is **System 3's International Karate** on the Atari ST. Only this screen shot has arrived at C+VG's offices so there's no indication of what the game play is like. But graphically it looks very impressive. We wouldn't dream of attempting to predict a release date for any **System 3** game but hopefully it should be available before the end of the decade.




this issue. Then there's **Masters of the Universe**, the adventure on the way from Mike Woodruffe's **Adventure Soft** outfit and based on the cartoon series starring old He-Man himself. **Ariolasoft** join in with **Centurions** and **Go-Bots** both popular TV series. Then last but by no means least there's good old



**Howard the Duck**, the cult Marvel comic character starring in his own game. Who knows — someone might want to turn the Bug Hunters into a game. Any offers?



■ Euromax are chasing Kempston for the title of Joystick Makers for Discerning Gamesters. They currently have three brilliant sticks out, the Micro-Pro, the Elite, and the nifty yellow buttoned Arcade Auto-Fire Professional. The sticks range in price from £15-£19 and are great value. All are in constant use here at C+VG. Next month we'll be telling you about the best joystick buys for Christmas. And these are bound to be among them . . .

■ It's holding our head in our hands time again! I know we were all having a great time celebrating our birthday last issue but it seems someone had a bit too much of the old birthday cake — or something. Who was it that put the Aliens picture UPSIDE DOWN on the contents page? Who was it that switched the **Deactivators** picture with the **Zzzz** pic on the Adventure page? Whoever it was should be trembling in their shoes 'cos Big Red is coming their way the minute we find out! Normal service will be resumed as soon as possible.

■ If you're a fan of the arcade **Star Wars** series of game then you're going to just love **Starglider**, the newie from **Rainbird**. These pics are from the incredible Atari ST version of the game — but there IS a Spectrum version on the way. The ST game features fast arcade action, brilliant vector graphics and



amazing digitised sound. The music sounds as if you're listening to a record. And the sultry female voice which tells you when things are going badly wrong on board your



Starglider as it attacks baddies on long lost planets is the digitised voice of none other than **Clare Edgeley**, C+VG's *Arcade Action* writer. ST owners should get next months issue when we'll be




bringing you the low down on the latest and greatest ST software available . . .



■ How does the idea of absolute power appeal to you? Your dreams of megalomania could come true with **The President**, Kevin Toms' new game for Addictive.

In it you have to run your country, outwit enemy forces, build up oil production, fight disease and save your people from starvation. And you have to fight an election at some stage.

Should be out before Christmas.

■ **Sky Runner, Cascade Games'** follow-up to **Ace**, should be touching down on the shelves of your local software shop any day now.

The game, dealing with drug-busting on an inter-planetary level where society has been dulled into obedience by the drug Sky.

**Sky Runner** is from the mind of **Ian Martin**, the programmer responsible for **Ace**, and will be available on the Spectrum and Commodore 64.



■ In October we reported on a possible revival in interest in dedicated video machines. By Christmas there should be three new machines on the market.

First into the shops should be the Sega Master System, marketed in this country by Ariolasoft. It will cost £99.95 and a range of eight games will be immediately available. Ariolasoft hopes to add three new titles each month.

The Sega's statistics are certainly impressive. This is what you get for your money: 128K of ROM and 128K of RAM, a 256K Astron card and two controllers.

But what of the games available, we hear you cry. Well here's a run down and screen shots of the games available.

● **Black Belt.** The bad guys keep on coming. Karate action with literally shattering effects.

● **Fantasy Zone.** Build your own space ship before entering the fantasy zone to bring peace to a troubled universe.

● **World Grand Prix.** Design your own race track and test your nerve behind the wheel.

● **Choplifter.** Helicopter rescue under heavy fire. Fly the hostages to safety.

● **Action Fighter.** Embark on five secret and highly dangerous missions. Your weapons can transform into a dozen deadly devices.

Games released on Sega Cards are **Transbot**, a space blast 'em up, and **Hang On**, a 3D motorcycle race.



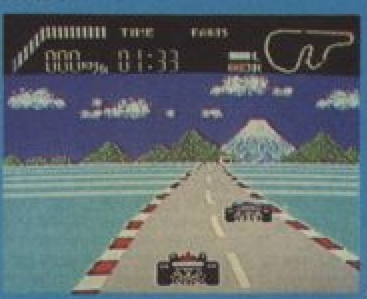

*Choplifter*



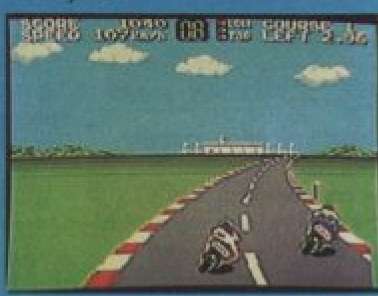

*Transbot*



*Fantasy Zone*




*World Grand Prix*



*Hang-on*




■ Grange Hill, BBC TV's highly successful school series, is being turned into an animated graphic adventure by Argus Press Software for release early in the New Year.

The storyline will be loosely based on the sub-plot involving Gonch and Hollo from the book Grange Hill After Hours.

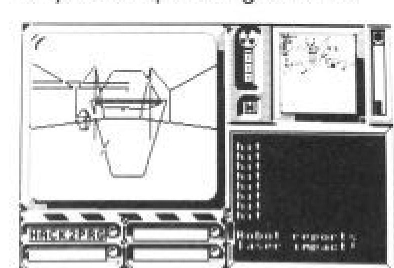
The player will control the actions of Luke "Gonch" Gardner, who must regain his confiscated Walkman from the school staff room before his mother finds out.

The school has been locked for the night, and Gonch only has a set amount of time in which to regain his property.

Gonch will be accompanied by his friend Paul "Hollo' Holloway. Gonch will have to solve various problems, break into the school boiler room, and negotiate the maze of heating ducts under the floors, at the same time persuading Hollo to follow him.

Success in the game will involve a number of skills and methods of play. These include: A small amount of jump and dodge, controlling Gonch through a joystick; Finding the correct objects and using them in the right time; Saying the correct things to other people to get them to do what you want; In the maze of ducts under the school.

■ The future is a concrete bunker in a far-off city. Up above, fall-out still makes a furnace of much of the landscape, but the droids go on, blissfully unconcerned. What could they be up to you wonder? Bit by bit you must piece together the



past. How did you once control them? What was necessary to access the computers dotted around the city? How many droids were there anyway, and what were their capabilities? And, most important of all, how the hell do you get out? And could **Cholo** help?

**Cholo** is the new game from **Firebird** and will be available on the BBC and Commodore 64/128 in October. Amstrad and Spectrum versions to follow.

■ Are you a programmer without a publisher? Or have you simply got a good idea that you reckon could be turned into a game? Well, C+VG wants to hear from YOU. Like punk changed the face of music we reckon there's a whole new wave of games programmers out there just waiting to challenge establishment names like Jeff Minter, Jon Ritman and Andrew Braybrook. We're planning a new feature in C+VG to showcase the talents of unrecognised talents in up coming issues. So if you've got an unpublished game which you think is as good as any of the commercially available stuff then let us have a copy. We'll feature it on our **New Wave** pages — and who knows you could soon be snapped up by a major software house. What are you waiting for?

■ Here's an offer you can't refuse! **NECOM Games**, the people behind several successful play-by-mail games, have come up with an amazing offer just for C+VG readers. If you send the token below to NECOM Games, 60 Thurlestone Drive, Hazel Grove, Stockport SK7 5RD then you'll get FREE start-up and three FREE turns for **League Soccer**, one of their most popular games. The start up fee is normally £2 and the turns £1 each — so you'll be saving a whole £5! Pretty neat eh? If you're into PBM and football then this is the game for you.

■ **Football Manager** has been released on the MSX by **Endurance Games**, price £8.95. It contains all the features that have made the game a best-seller on other computers — including full league tables, transfer market, injury problems, promotion, relegation and FA Cup matches.

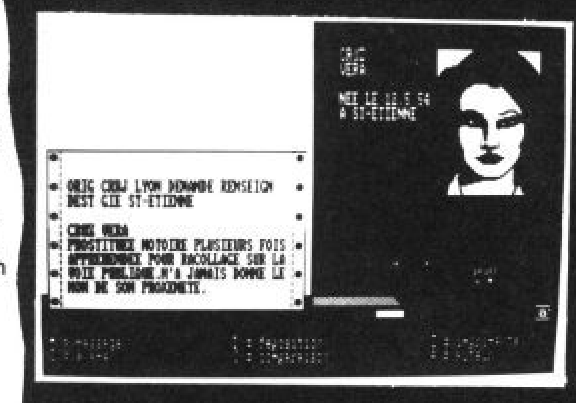
■ Talk about value for money! A Commodore 64C, plus a Dataset, plus a Mouse and Cheese graphics peripheral, plus a typing tutor, plus FIVE games, all for just £250. We're talking big deals here. This is the present Commodore is offering would-be purchasers this Christmas. It's called **The Commodore Connoisseur's Collection** and will be available from all major hardware outlets and high street stores. And we're not just saying this 'cos Commodore sent C+VG one the other day. Really we're not. But if anyone out their has got a villa in the South of France going free for a couple of weeks our Deputy Editor Paul Boughton will guarantee coverage in C+VG for the next six months at least . . .




■ Marble Madness strikes the Spectrum! With a difference — 'cos you can actually create your own marble tracks thank to Melbourne House and the **Marble Madness Construction Set**. The people who got in on the MM craze with **Gyroscope** all those many months ago have grabbed the Spectrum rights to a game that's taken the arcades by storm. Watch out for C+VG's MM construction competition coming to this magazine very soon . . .

*O.K.* PAY ATTENTION *CREEPS...* THE *BUG HUNTERS* HAVE TAKEN THEIR *WINTER BREAK* THIS MONTH *BUT DON'T GET COCKY...* ANYONE STEPPING OUT OF LINE WILL BE *ANSWERABLE* TO ME, *LIEUT. LAWW!* SO SWITCH OF THAT *VID*, DISCONNECT THE *COM-LINK*, LOCK YOUR GRANNY IN THE *LOO* AND THEN SIT BACK WITH YOUR *DECEMBER* ISSUE OF *C+VG*. IT'S PACKED WITH GOOD STUFF AND BY THE TIME YOU'VE GONE COVER TO COVER, *MS. RAVENFLAME* AND THE REST OF THE *HUNTERS* WILL BE BACK IN PART THREE OF '*THE STEEL MADNESS*'!

DON'T MISS IT, ***PUNK!***

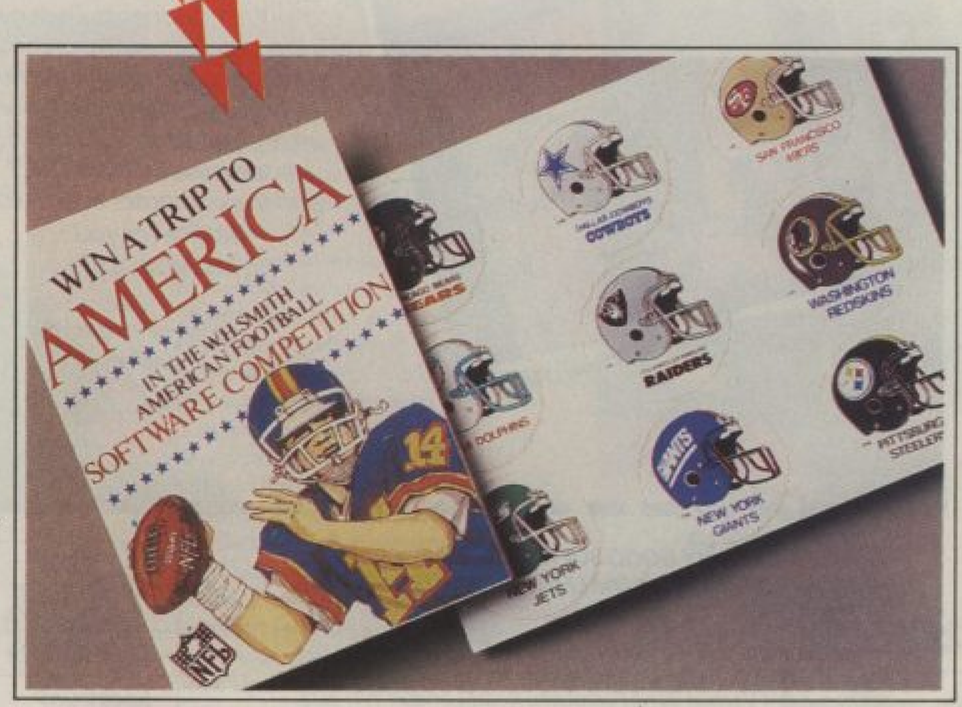


# NEXT MONTH

**Space Harrier is the latest arcade smash to come out of the arcades and onto your computer screen. Will it knock Gauntlet off the top of the charts this Christmas? Only YOU can decide that. But we've decided to put Space Harrier on the front cover of the special Christmas C+VG, coming your way on December 16th. We'll be talking to the programmers, bringing you tips on game play, looking at the arcade machine that started it all and staging a great Space Harrier competition. There's more from Elite in the shape of a brilliant Dimension Graphics screen by screen map of Ikari Warriors — the game that makes Commando look like a stroll in the park. We also tell you how YOU can become an Astronaut, and give you the chance to win your mum a very special kettle! We also profile C+VG's contender in the National Video Games Championship — will he be able to beat the best of the rest? There's our special Atari ST supplement, packed with the superb software on its way for this magic machine. Our resident wargames expert, Dr Stephen Badsy checks out the newest strategy scene. We'll have a couple of players guides for you — Infogrames intriguing detective adventure, Vera Cruz and the incredible budget offering from Players — Fungus! All this, plus the regular C+VG offerings — pages of reviews, Adventure, Arcade Action, competitions and much much more. Christmas just wouldn't be the same without C+VG — so don't forget to tell Santa you NEED a copy stuffed into your stocking. We'll be out and about on December 16th. You'll be sorry if you miss us . . .**

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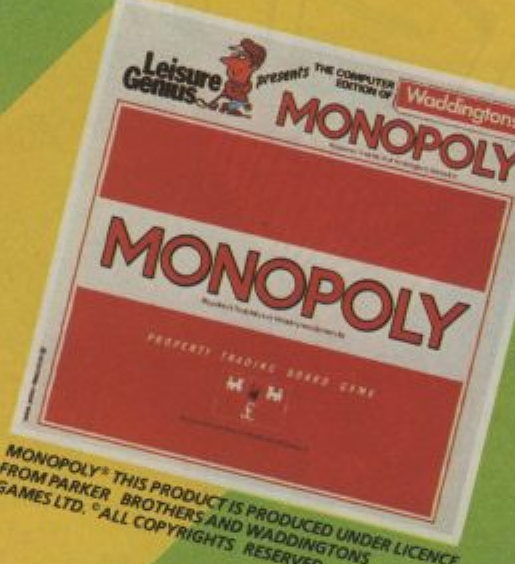
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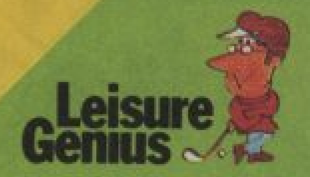
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# SHEER GENIUS

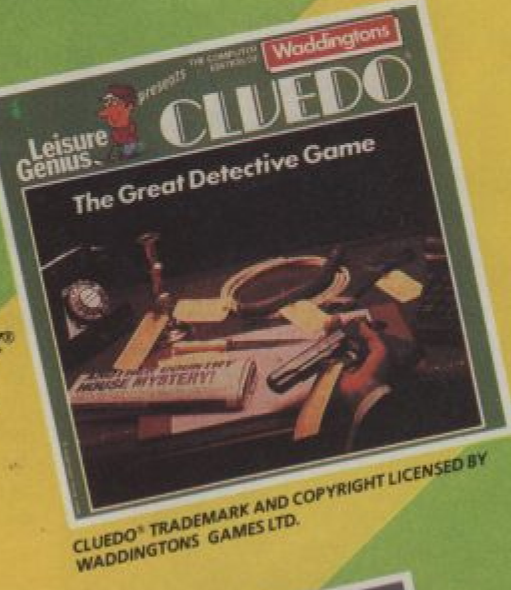
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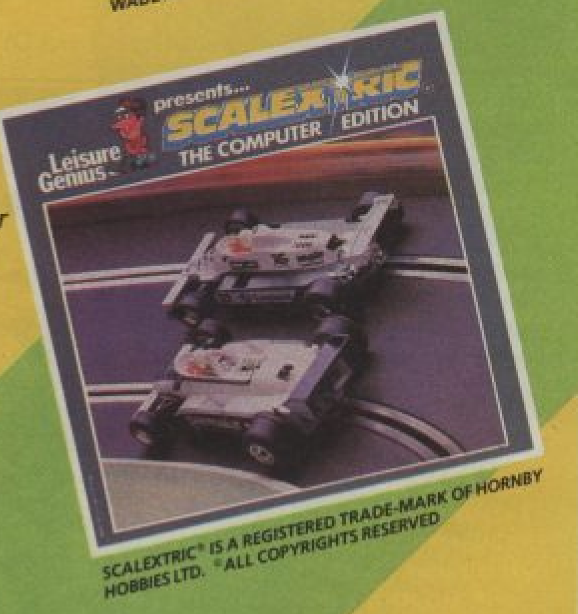

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*A = £9.95 B = £12.95 C = £14.95*
*D = Not available yet, but coming soon! E = £15.95*




■ **Level 9**, the team behind **Red Moon, Worm in Paradise** and numerous other brain-teasing games, are holding an "adventure forum" between 11am and 1pm on Saturday December 13 at Ordem computer store, Harris Arcade, off Friar Street in Reading.

The brains behind the games will giving out adventure clues and free gifts.

■ The drums. . . the drums. They drive you wild. **Flash Gordon,** saviour of the universe, is here to destroy the Emperor Ming. **Mastertronic's** new £2.99 has three sections. The first is set in the jungle, packed with monkeys, lizards, snakes and skeletons. Flash must find his way through the jungle and make contact with Prince Barin.

The second section has Flash in combat with the Prince, whom he must defeat and earn his respect. The Prince will then let Flash pass through to the game's third stage. This is high speed race section where Flash comes face to face with Ming and attempts to destroy him.

■ This is simply the most brilliant arcade machine to come along since Space Invaders!

It's a racing game with a big difference. You sit inside a simulated Porsche 962C sports car cockpit mounted on a sort of turntable which moves around as you move the wheel. The seat vibrates if you hit the kerb and you actually "feel" the road through the steering wheel. It vibrates and twists as you wrestle with the controls!

The video screen is where the windscreen of the regular car would be and the graphics are out of this world. So is the sound which batters you from twin speakers set into the cockpit.

The track you "race" on is a copy of the famous Le Mans circuit where the epic 24 hour race takes place each summer. Our picture shows 1986 Le Mans winner Hans Stuck trying his hand on the Konami game before a long distance sports car race in Japan recently. Hans couldn't cope with the video version of a car he regularly races on circuits around the world. He only got as far as the Dunlop corner! Our arcade ace **Clare Edgeley** will be revealing more about the game in **Arcade Action** next issue.




■ **Sky Runner, Cascade Games'** follow-up to **Ace**, should be touching down on the shelves of your local software shop any day now.

The game, dealing with drug-busting on an inter-planetary level where society has been dulled into obedience by the drug Sky. Your mission is to terminate the drug harvesting operation.

**Sky Runner** is from the keyboard of **Ian Martin**, the programmer responsible for **Ace**, and will be available on the Spectrum (£9.95) and Commodore 64 (£9.95 cassette/£12.95 disk).

■ How does the idea of absolute power appeal to you? Your dreams of megalomania could come true with **The President**, Kevin Toms' new game from Addictive.

In it you have to run your country, outwit enemy forces, build up oil production, fight disease and save your people from starvation. And you have to fight an election at some stage.

Should be out before Christmas.

■ Hot on the heels of **L'Affaire Vera Cruz** and **The Inheritance, Infogrames** is releasing **Bridge** on the Amstrad, MSX (mid-late October) and C64/128 (late November). It is NOT a beginners game, but caters for the experienced Bridge player. It incorporates the seven




conventions currently recognised by most players, as well as 99,999 pre-programmed deals. Also included are a scorecard, a cheat screen, replay deal function and a facility to deal specific cards to certain players. **One**, is an arcade adventure which takes place in a 'Babysitting Arena', for want of a better description, where Alfred is sent to look after little Valentin. However, this turns out to be no easy assignment. Last, but not least, comes **Murders on the Atlantic**, due for release in the middle of November. Second in the Crime Series, Murders follows a similar pattern to **Vera Cruz**, only without the technology.

■ Get stuck in with our special C+VG Bug Hunters stickers FREE with this issue! We're issuing little challenge to C+VG readers. We want you to tell us the silliest place where you've stuck a C+VG sticker. And I'm afraid we can't just accept your word for it — we want you to send us a Polaroid or ordinary photo of you and the place where your sticker is stuck! Simple, huh?

The person who, in the opinion of the loonies here at C+VG Towers, has stuck a sticker in the silliest place will get the original artwork for one of the Bug Hunter stickers specially framed and autographed by artist Jerry Paris, plus a few games from C+VG's vaults. Five runners-up will get a bit of software for their machine. So get sticking — but remember we can't pay your legal fees or hospital bills! Send your pictures, together with the entry form to *Computer and Video Games*, It's A Stick Up!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th. Get stuck in today!

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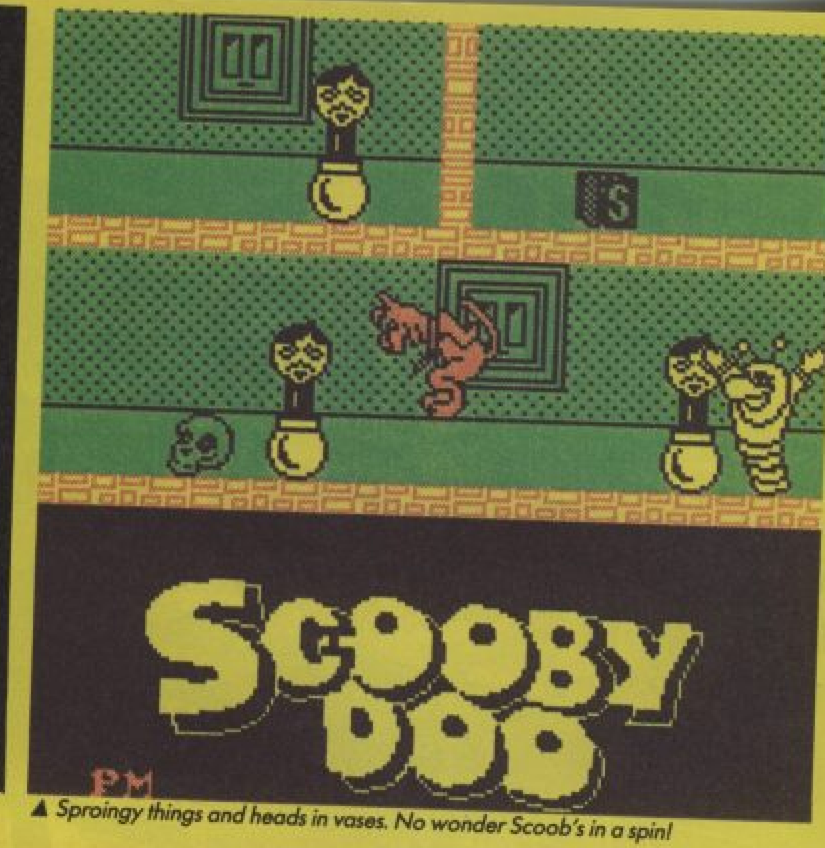

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▲ *Scooby — top dog!*



▲ *Sproingy things and heads in vases. No wonder Scoob's in a spin!*




This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.




This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

TIM METCALFE: C+VG's veteran editor enjoys shoot 'em ups, arcade adventures and basket weaving.
PAUL "Man at C&A" Boughton: Slick sports simulations are Paul's thing because he can wear his smooth tracksuits at the same time.
LESLY WALKER: Sorcery was still is Lesly's favourite. Will anything ever match up to it?
LEE BRAITHWAITE: Star of Radio Lancashire and ace reviewer, Lee will tackle any type of game. What a man!
ROBERT SCHIFREEN: Return of the Bug Hunter to C+VG's review pages. Despite his love of Smurfs Rob is all right really.
NICKY TREVITT: The enigmatic Nicky is our reclusive BBC expert.
TONY TAKOUSHI: The mouth makes guest appearances now and then . . .

# SCOOBY DOO



I must admit that when I first played Scooby's long awaited computer debut I wasn't impressed. OK, it looked very pretty and all that — but it was still a basic platforms and ladders game.

It was a far cry from the innovative development game Steve Wilcox of Elite had shown C+VG almost a year ago which was more like an interactive cartoon adventure in true *Dragon's Lair* tradition.

This route proved to be a dead end, so the guys at Gargoyle Games — yup, it's another one of theirs! — took over the project and turned it in to the game you see before you.

Anyway, I wasn't terribly turned on by it all. Then, suddenly, I knew I was hooked. The dozy dog had me in his grip! I wanted to have just one more go at least a billion times during the evening I spent playing it.

The idea of the game is simple. You must help out canine hero rescue Shaggy, Velma, Daphne and Fred from the clutches of a mad prof. The prof lives in a weird castle populated by ghosts, mad, faceless monks, bats and absolutely 'orrible goulfish.

Scooby's mates have all been placed in odd flasks — like genies — but it will take a lot more than a quick polish to help them escape their glass prisons.

Scoob has to fight his way up through the several floors of the castle, battling nasties all the way. One of his companions is hidden in a flash on each of the castle's four levels.

Velma can be found on level one — guarded by ghouls and horrible hooded thingies. The ghouls leap out from behind doors — but luckily there's a warning noise which lets you know when this is going to happen.

Good advice is NOT to stand near any of the doors, at any time, if you can help it. Scoob can defend himself by battering the attackers with his paws — they vanish, but not for long. And beware — the nasties attack you from both sides. So watch your back at all times!

If you want to rack up a massive score, simply get your back to a wall and batter all the ghosts that come at you. The score counter will whizz round!


▲ *Mad monk — bad habit!*

There are skulls dotted around which Scoob has to jump over. Make your jump on the run otherwise you won't clear these deadly bits of bone. But make sure your path is clear by knocking out any nasties before you jump.

Look before you leap as there's nothing more frustrating than jumping right into the waiting arms of a killer ghost!

Scooby snacks can be found on the floors of the levels and these give you extra lives. But I've lost count of the times I've made a dash for the shack and

▼ *Scooby and his mates.*





▲ *Time waits for no dog!*

grabbed it only to be wiped out by a nasty! Talk about frustrating! And you're going to need all of Scooby's six lives to complete each level.

Level two is full of Things on Springs which have the awkward habit of trying to use the ladders at the same time as our hero. This is an added hazard on this level. The ghosts on level one stick to the corridors.

Level three is full of those horrible ghoulfish. Small masterpieces of graphic design and animation these things float about opening and shutting their awesome jaws. They want to make a snack of Scooby!

Bats also shriek through the air and this gives Scoob a chance to show off another neat effect in the game. He dives for the floor and covers his eyes with his paws. A nice amusing touch this . . .

The final level is full of Mad Monks who obviously enjoy a bit of keep fit as there's a load of flying dumb-bells and medicine balls rolling around making Scoob's life even more difficult. There's always lots to do in the mad prof's castle!

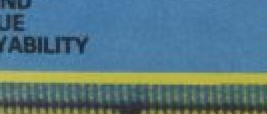
The graphics on both versions are excellent. The choice of colours, design of the charcters, animation and feel of the game are just right. Sound isn't that great — just some adequate spot effects — no tunes.

One really nice touch is the practice option which enables you to play through and see all the levels of the game before you get stuck in for real. You still lose lives but not at such a frightening rate.

Use this feature to work out the best routes to your captured comrades.

Playability? Well, Scooby ISN'T easy. Don't expect the game to be a pushover and be prepared for some initial frustrations. But persevere — it's well worth it.

*Scooby Do* HAS been worth waiting for. It's challenging, long lasting and lots of fun.



| | |
|---|---|
| ▷ GRAPHICS | 10 |
| ▷ SOUND | 6 |
| ▷ VALUE | 9 |
| ▷ PLAYABILITY | 9 |

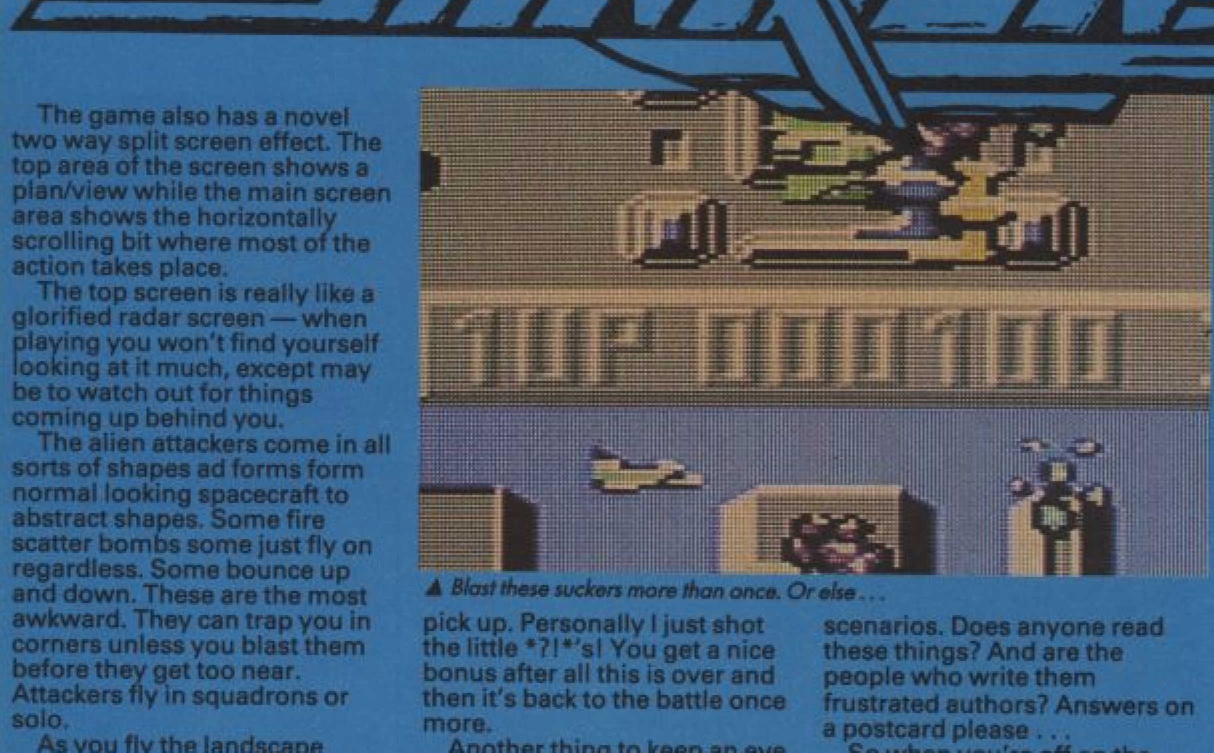


- ▶ MACHINES: C64
- ▶ SUPPLIER: THALAMUS
- ▶ PRICE: £9.95 (tape) £14.95 (disk)
- ▶ REVIEWER: TIM

This is simply the best shoot-'em-up to hit the 64 since *Uridium*. It looks good, plays well, it's awesomely addictive and it will warm the hearts of zap fans everywhere.

If ever there was a game that demanded a joystick with an autofire facility *Sanxion* is it.

No nonsense blasting with some excellent frills. Great graphics from the man who designed and programmed the whole thing — Stavros Fasoulas. Great music by the maestro himself Rob Hubbard and great spot effects from David Whittaker.




▲ *Blast these suckers more than once. Or else . . .*

The game also has a novel two way split screen effect. The top area of the screen shows a plan/view while the main screen area shows the horizontally scrolling bit where most of the action takes place.

The top screen is really like a glorified radar screen — when playing you won't find yourself looking at it much, except may be to watch out for things coming up behind you.

The alien attackers come in all sorts of shapes ad forms form normal looking spacecraft to abstract shapes. Some fire scatter bombs some just fly on regardless. Some bounce up and down. These are the most awkward. They can trap you in corners unless you blast them before they get too near. Attackers fly in squadrons or solo.

As you fly the landscape changes from a futuristic cityscape to desert, to seas and then to forests — all very pretty. There are ten different levels or sectors to attempt. You get an extra life for every 10,000 points and there's a bonus game to play between each successfully completed level.

This takes place against an eye-numbing scrolling background. Droid targets zap across the screen and you have to quickly spot what letter is written on them. S spells shoot, C means collide, and P means pick up. Personally I just shot the little *?!*'s! You get a nice bonus after all this is over and then it's back to the battle once more.

Another thing to keep an eye on is the timer which ticks away on the right hand side of the screen. If you complete a level before this reaches zero — no mean trick — there's another bonus to be had.

There's a nicely presented hi-score chart and a two player option.

Sounds are spot on — from the title tune, to the neat droning engine sound of your fighter.

The game is packaged nicely and comes with one of those seemingly interminable sci-fi scenarios. Does anyone read these things? And are the people who write them frustrated authors? Answers on a postcard please . . .

So when you're off on the school bus and there's lots of hollow eyed people looking like they need a good night's sleep you'll know they've been playing *Sanxion* — not doing anything else . . .

C+VG has no hesitation in recommending *Sanxion* to zappers everywhere. It's fast and it's fun. Don't miss it.

| | |
|---|---|
| ▶ GRAPHICS | 10 |
| ▶ SOUND | 9 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 10 |




▼ *Level one ships attacking as the Sanxion ship swoops into the desert.*




▼ *Don't bother to ask what these things are. Just shoot them!*



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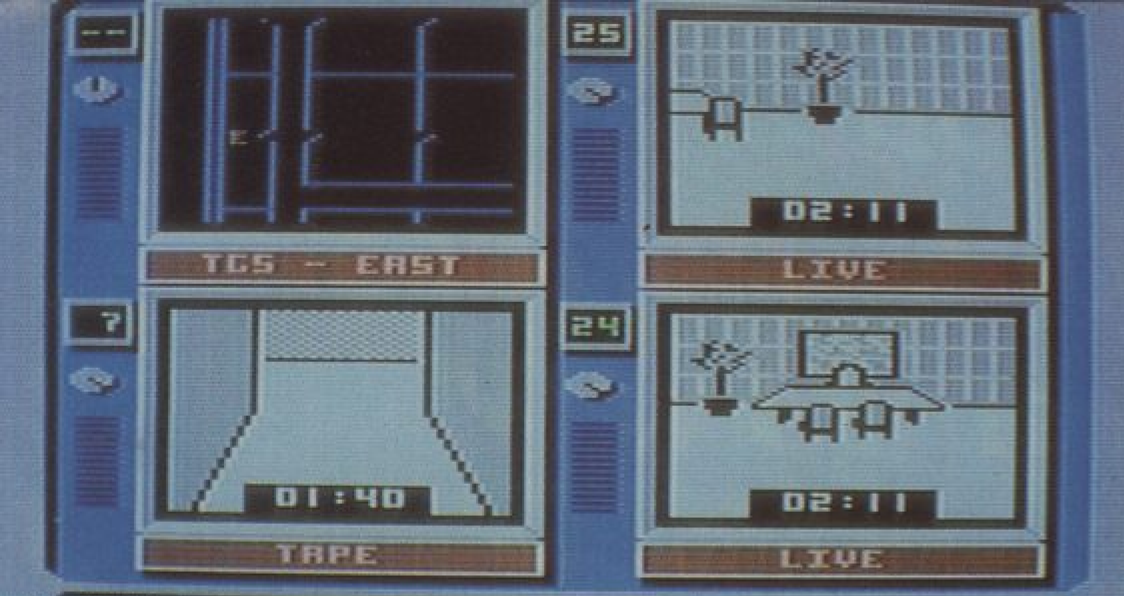
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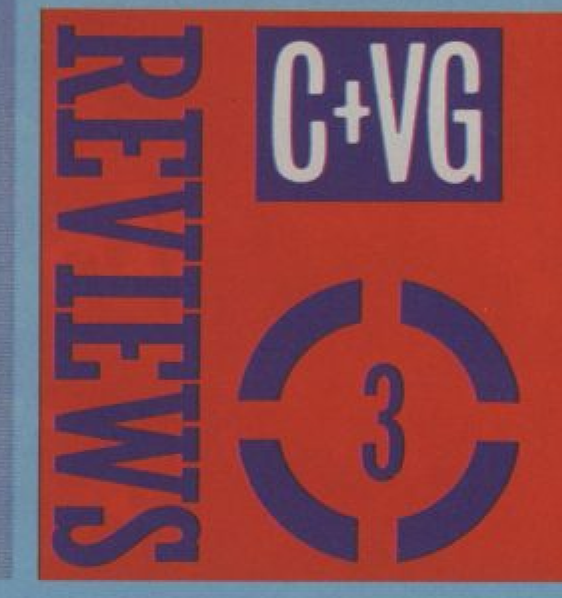
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▲ *What's this? A Hacker's eye view through vid-coms!*

# HACKER II

INPUT FROM SURVEILLANCE CAMERAS: 2
INPUT FROM PRE-RECORDED TAPES: 3
CAMERA BYPASS SWITCH: 6
OUTPUT TO SECURITY MONITORS: 4
INPUT FROM MFSM PANEL CONTROLS: 1
PHNORDMAN VIDEO MATRIX (PVM): 7

▲ *System check via the Hacker network.*

- ▷ MACHINE: CBM 64
- ▷ SUPPLIER: ACTIVISION
- ▷ PRICE: £9.95 Cass/£14.95 Disc
- ▷ REVIEW: LEE

This may come as a surprise, but did you know that your are the world's greatest hacker? No, neither did I, but according to the latest game from Activision you are. The follow-up to one of the most successful games of last year has finally arrived, just in time for the Christmas rush.

*Hacker II* is written by the author of the prequel, Steve Cartwright, and takes a totally different angle to the original game.

This starts off in exactly the same way as the original, with the words 'LONDON PLEASE', and from now on, you're on your own. Once you have logged on, the CIA break into your computer, and interrupt you with a message. This informs you that the Russians have a notebook in their possession, known as The Doomsday Papers. Now this may seem trivial to you, but with it, they can bring the world to its knees.

What has this got to do with you? Well, because you are such a cunning hacker, the US Government is lending you their satellite so you can get into the Siberian complex with your computer. To help you slightly, they have managed to infiltrate this building with three Mobile Remote Units, which are little robots, that allow you to map the complex.

Now this sounds easy, but the building has a sophisticated security system, including guards, video comeras and monitors, plus another droid called The Annihilator.

Unlike its predecessor, there is only one screen, which is set out in the form of a video display unit, with four monitors and a control panel. With these you can monitor what happens on the security cameras inside the building, and using the complex video system, bypass one of them.

To do this, you select one monitor, and switch the video on. Next, get the time on the video, to synch with the real time on the TV screen, and then press the bypass button, and then you can stand in front of the camera without security spotting you.

The screen controls are accessed by a hand sprite, which is moved over the command, and when the fire button is pressed, the finger moves down, and depresses the instruction.

There is only one small problem, and that is the instructions. These are in the form of an instruction booklet for the monitors, and so the language is fairly complicated, and so it does take quite some time to read through. It does contain all the information, it's just finding what you want that's the problem!

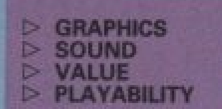
The graphics are spectacular. The animated effects on the video sequences have to be some of the most atmospheric on any computer game. It's almost worth buying the game just for the graphics.

When it first arrived, I spent ages just playing around with the video recorder. Every detail has been included, even down to the noise bars on the screen during the preview and pause modes. The sound is just above average, although it is atmospheric, and suits the game well.

Being a fan of the original *Hacker*, I have been looking forward to Activision releasing this. Well it has lived up to my high hopes and I, for one, am not disappointed.'

I suppose this game will form another cult of followers as the original did. Definitely one game for all fans of *Hacker*, and many other game players, will play into the wee, small hours of the morning.








| | |
|---|---|
| ▷ GRAPHICS | 10 |
| ▷ SOUND | 7 |
| ▷ VALUE | 9 |
| ▷ PLAYABILITY | 9 |

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C+VG REVIEWS 4

# THE GREAT ESCAPE

The Great Escape — a camp caper for tough guys. Hardship, degredation, cruetly. We've just got to get out of this place.

The year is 1942, the setting a Prisoner of War camp in the grounds of a castle in Germany. Colditz in everything but name. The aim is to escape. Suffice to say that the camp commandant and his goonish guards don't want to lose your company.

The camp is enclosed in a barbed wire fences. You can explore the grounds, exercise yard buildings and offices: searching for keys, tools and uniforms which may help you escape. Beneath the camp are old drains and secret tunnels. Can you find their entrances?

The furtive exploration of the camp is set against the strict regime of camp life — meal times, roll calls, exercise periods. The camp is constantly under supervision. At night spotlights sweep the area. Fierce dogs patrol the perimeter fences.



▲ A spell in this camp is no holiday

The characters in the camp are the commandant — the nearest thing to God — the guards, other prisoners and you.

If you don't control your character he will join in with the other prisoners in their mundane everyday tasks. It's a little like looking at an old black and white movie.

The majority of the screen is taken up with the 3D scrolling graphics of the camp. Remember *Movie*? We think they're similar in look and concept.

A flag pole indicates the escapee's morale. The higher the flag, the better he is. The colour of the flag changes depending on whether the POW is in a particular restricted area. If it's red, watch out. If the guards or commandant catch you, it's 24 hours of solitary confinement. Objects found are displayed at the bottom often screen together with a medal score table, and alarm bell.

One of the easiest ways to move round the camp is to find a German uniform. If you wear this the guards will not challenge you. Only the commandant will see through the disguise.

Thanks to a secret map supplied by Ocean I've managed to track down a few vital items. But I'm still trapped. It could be that I'll only escape with outside help. Any offers?

▷ GRAPHICS 8
▷ SOUND 7
▷ VALUE 8
▷ PLAYABILITY 9




# UCHI MATA



- MACHINES: CBM 64/ SPECTRUM/AMSTRAD/MSX
- SUPPLIER: MARTECH
- PRICE: CBM 64 (£9.95/£12.95)/ SPECTRUM (£8.95)/AMSTRAD (£9.95/£13.95)/MSX (£9.95)
- VERSION TESTED: CBM 64
- REVIEWER: PAUL

What can you say about a judo game with a name which sounds like a violent sneeze? It's frustratingly hard to get to grips with, that's what.

There was no way I could become a 10th Dan at *Uchi Mata*. I was more like a Desperate Dan as I wrestled manically with the joystick to master a Tomoe-Nage (sacrifical stomach throw, to you lot), followed by a rather neat De Ashi Barai (an advancing ankle sweep).

Brian Jacks, a 7th Dan and one of the world's foremost exponents of Judo, says in his introduction to the game that the real thing requires "hard work, dedication and courage are essential if you are to master all the combat techniques." I'll second that — for the game as well.

You start off as a white belt and work up to 10th Dan. But that's not before you have to spend ages and ages in practice mode. Before daring to get down to the real combat.

The various throws are, of course, performed with joystick movements. There are four main ones to learn. Even so, it was ages before I managed to throw my opponent.

Points are awarded for the degree of perfection with which a throw is performed. The top mark is ten for a Ippon, the perfect throw. If you manage this (I didn't), you get a new opponent.

Besides the two fights, the screen display indicates for grip and stamina, feet, arm and hand positions, time and points.

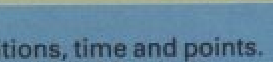
To look at *Uchi Mata* is like many other martial arts games. However, it's the most difficult I've ever played. But it does appear to be very realistic. There's no huge leaps into the air or seemingly impossible kicks.

It's also one of the most tiring games I've played. My hands ached with frantic, and sometimes panic-stricken joystick movements.

If you want realism, try *Uchi Mata*. I got a little fed up with being the perpetual fall guy.

▼ Tenth Dan or Desperate Dan?





- GRAPHICS 8
- SOUND 7
- VALUE 8
- PLAYABILITY 7










- MACHINES: C64
- SUPPLIER: U.S. GOLD/ACCOLADE
- PRICE: £14.99 (disk)
- REVIEWER: TIM

# Ace of ACES

There I was, cruising along at 6,000 feet when who should come along but old Fritz. Lurking behind some storm cloud, he was. Gave him a couple of rockets up the old tail pipe. That saw him off!

Yes, it's good old World War Two again chaps! This time you're the pilot of one of the neatest RAF 'planes ever built. A twin-engined balsa wood Mosquito — the "wooden wonder". Fast and deadly this aircraft featured in many successful missions during the conflict with Nazi Germany.

*Ace of Aces* is a mixture of flight sim and arcade shoot 'em up. There's no messing about trying to take off and smashing into the runway here though. It's up and at 'em right from the start. But it's not just a heads up, shoot-down-the-attacking-enemy type of game. *Ace of Aces* tests your computer flying skills to the full.

You begin the game in the briefing room. An RAF type — complete with handlebar moustache and smouldering pipe — is asking you what sort of mission you want to undertake.

You can either select a "proper" mission, or attempt a practice session. When you start out, the practice mode is essential. This way you get to learn what to watch out for. You can practice dog-fights, bombing U-Boat bases, trains, or take on deadly V2 rockets.

Dog-fighting you've all seen before. It's a simple shoot down the enemy game. But you do have to make it back to base. And guess what the enemy fighter always seems to knock out first when he riddles your aircraft with bullets? That's right! The compass! So the idea is to shoot first and ask questions later.

Bombing is a bit different. First get your Mosquito flying at the right speed, and then switch to the bomb screen which gives you a view through the bomb bay doors. Here you have to line up the bomb-aimers cross-hair sights and hit moving targets — like trains and U-Boats. No easy task.

Once you've practiced it's time go for *Ace of Aces* status. This means selecting a mixture of missions from the briefing screen.

Once you've chosen what you want to shoot/blow-up, the nice RAF chap gives you details of the mission — what armament you need, what the weather is going to be like over your targets, how many enemy fighters you're likely to encounter and so on.

A map illustrates your targets on a stylised map of Europe.

Then — scramble! A nice opening sequence which shows small black and white "photo's" illustrating RAF wartime take-off as if you were looking through someone's old scrapbook.

Then you must load up your fighter with bombs, bullets rockets and enough fuel to complete your chosen mission. You see your bomb bay filling up with deadly armaments, accompanied by nice metalic type sound effects.

Then it's straight into the action. You have to fly the aircraft and monitor the condition of your engines by switching to the engineer's screen. Here you control the speed of both your engines and "trim" of your plane. Over-rev the engines and they could catch fire as quickly as if they had been hit by enemy bullets. Fortunately you've got a fire extinguisher to put out the blaze — but just your try flying on one engine!

Use your navigator's map to fly to your targets, bomb them fight off enemy planes, and then make it back to base in one piece. If you can . . .

There's always something happening in *Ace of Aces*. The action comes thick and fast. The graphics are slick and the sound terrific. The engines give off an authentic drone as you fly through the clouds. And yes, you do get into bad weather — lightning, air pockets and all that stuff.

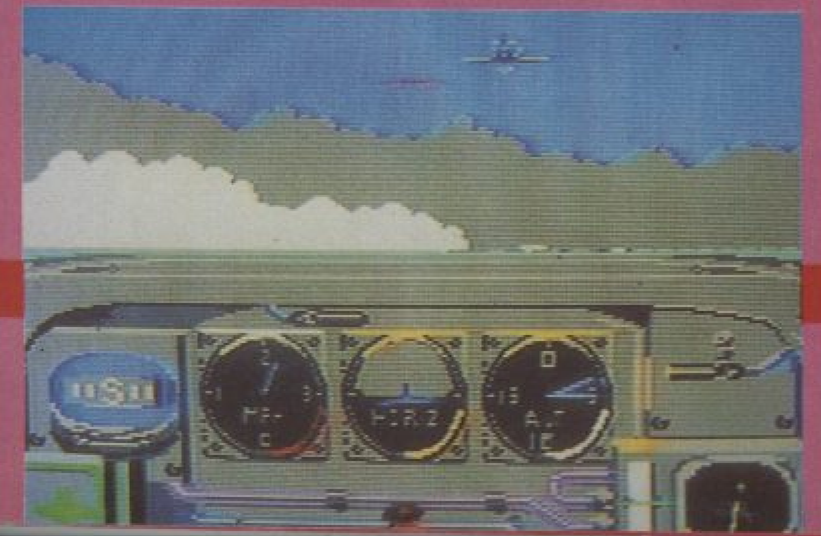
The disk packaging is excellent — with comprehensive and easy to follow instructions. Each screen is illustrated in deatil to give you an at a glance guide.

You'll need to have a hand free for keyboard/joystick combinations at times, which can be infuriating — especially when you want to put out a fire in the engine when you're on a bombing run or being attacked by fighters. But this comes with practice.

*Ace of Aces* is another extremely well presented package from Accolade — with enough frills and action to keep even the most critical computer pilot busy for some time to come.

| | |
|---|---|
| GRAPHICS | 10 |
| SOUND | 8 |
| VALUE | 8 |
| PLAYABILITY | 8 |






# blows a sparky

Now for something completely different. You are an insidious little WORMIE being chased through a micro-electronic labyrinth (you guessed it — a Sinclair Spectrum!) by CREEPERS in SPUTNIKS and CRAWLERS on foot (feets?). Defend yourself by shooting BURPER SPARKIES at the CRAWLERS, and BLASTER SPARKIES to take-out the SPUTNIKS. You'll see the computer board in a smooth-scrolling 3D viewed from above (yawn, yawn, — just another bit of mega-programming), as you crawl around in search of a DISK DRIVE on which to CLONE yourself. First you'll need to find fifty SPINDLES to eat, which will replenish your supply of SPARKIES to shoot at the BUGS. How long can you crawl down a DATA BUS? Find out how refreshing a DE-BUGGER feels when you're stuck in a Spectrum and covered in CRAWLIES. This game is like: WELL CRUCIAL MAN

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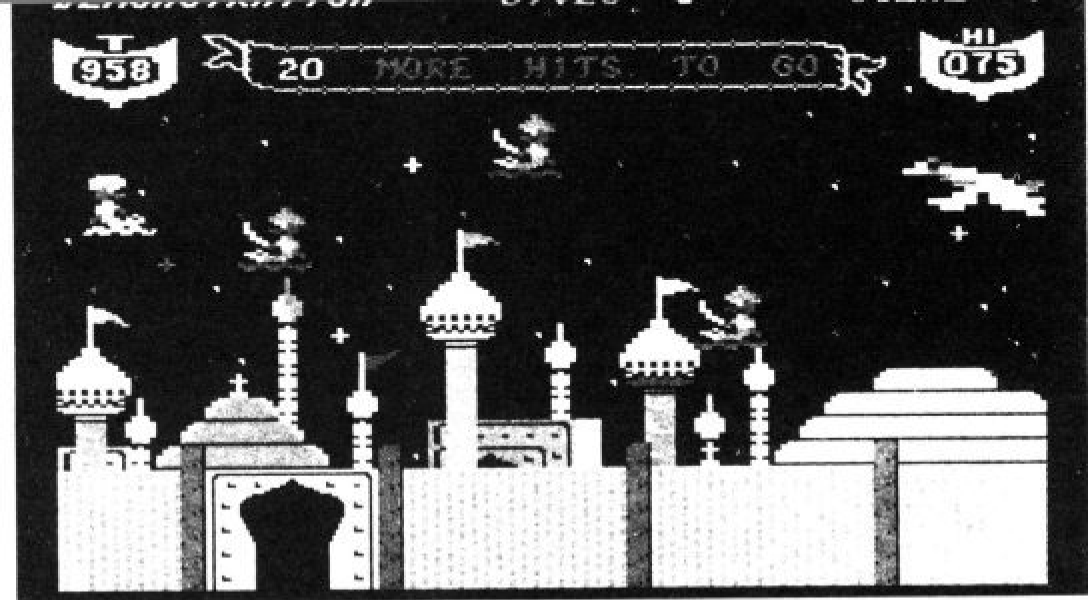
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# C+VG REVIEWS

6




# THE LEGEND OF SINBAD

- MACHINE: CBM 64
- SUPPLIER: SUPERIOR SOFTWARE
- PRICE: £8.95
- VERSION TESTED: CBM 64
- REVIEWER: CHRIS

Remember Sinbad, star of book, stage and screen? Of course you do. Well now the monster-slaying hero is taking on the wonderful world of computers.

In his latest adventure, Sinbad is kidnapped and thrown in the dungeon of Sultan Salabim's fortress. All his treasures are stolen and hidden around the castle.

Sinbad, as you can imagine, is a little confused and angry. After all, who likes being tied up and thrown in a dungeon?

Anyway, Sinbad has broken free of his bonds and is now searching for away out of the dungeon. To escape he must find two keys and open the doors at the end of the maze. This is not an easy task. I lost many a man on this stage, so don't expect to do it first time. The dungeon is also the home of some nasty creatures which most be avoided at all costs, as they will deck you without a second thought.

When you get out of the first level, you have to fight the Sultan's guards. They are a blood thirsty lot who are only too keen to cut you into small pieces.

The leader of the guards is stronger than the rest. It takes four hits to kill him, while others only need one. Sinbad can also take four hits. But help is on hand in the form of magic lamps, which give bonus points and restore his strength.

Once you have dealt with the guards, you must take your camels across the desert, defending them from nasty desert creatures. You must get five camels through to continue to the next level.

Now then, there are really two levels in this one. First you fight with the Sultan's bodyguards who are aided by giant birds, called Rocs. Rocs are tough and take three shots to kill, whereas Guards are a sinch.

The Sultan, worried that one man has defeated his entire army, uses all his magic to transform himself into a fire-breathing dragon. To destroy this, one must shoot it 15 times!!

Should you do this, a message will appear saying that could win you a competition prize. How nice. . .

The graphics on the game are a quite good, but could have been a bit bigger. The sound, though, was very good and I really liked the opening tune, *well* Arabian.

Not a bad game.

Oh just one more thing. From level two onwards, you are given a password when you snuff it, which enables you to start at the screen you died, rather than having to play it all the way through again.

But, you don't get the finishing message if you use passwords, so be warned.

| | |
|---|---|
| ▶ GRAPHICS | 6 |
| ▶ SOUND | 6 |
| ▶ VALUE | 8 |
| ▶ PLAYABILITY | 8 |

# POKER

- MACHINE: BBC
- SUPPLIER: DUCKWORTH
- PRICE: £5.95
- REVIEWER: NICKY

Through the curling smoke, you eye evil Black Jake with suspicion. Do those tobacco stained fingers conceal a winning flush? Billy the Kid leans back in his chair and fingers his gun suggestively. Doc Holliday strokes his chin and regards you through hooded, hostile eyes. You stare at your hand, seeing the cards through a panic-stricken mist. Should bluff it out and raise them? Stick? Fold? You've got $200 riding on this . . .

Moll the barmaid appears at your shoulder and you turn to her frantically for advice. You are an innocent in a den of lions, and you know it. 'Stick,' she whispers in your ear. Matt Dillon swears under his breath and throws in his hand. Joshua Smith grins and raises another $20. You sweat. The Mayor wipes his brow and sticks. So does Black Jake.

'Stick,' breathes Moll in your ear. You do so. Smith follows suit. Black Jake smiles unpleasantly. 'I'll see you,' he grates. The Mayor groans and throws in his hand. Smith shows his cards — a pair of queens. Black Jake turns up a pair of aces and a pair of fives. You show your hand — three fours. You win! With shaking fingers you gather up the cards and deal another round . . .

This is the flavour of this excellent introduction to *Poker*, written by the superbly named Tom Pinone. It starts by offering basic instructions, which you can recall at any time, then dumps you in the middle of a smoky saloon among six seasoned players with $1,000 to lose.

You are not entirely alone, however — the computer can sort you hand and make your discards for you, and of course there is always Moll.

The text is blocky and unpleasant to read, but it's also amusing and racy, so what the heck. You can slow down or speed up the action, which continues regardless of whether of not you have folded.

Fancy yourself as a latterday Mavrick? Now's your chance, pardner.

| | |
|---|---|
| ▶ GRAPHICS | 7 |
| ▶ SOUND | 8 |
| ▶ VALUE | 8 |
| ▶ PLAYABILITY | 7 |



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Trailblazer
Available November

# C+VG REVIEWS

7




# FIREL

▷ MACHINES: SPECTRUM/AMSTRAD/C64
▷ SUPPLIER: HEWSON
▷ PRICE: SPEC/AMS/C64 £8.95
▷ VERSION TESTED: SPECTRUM
▷ REVIEWER: JIM

C+VG Golden Joystick Winner Steve Crow has come up with a real scorcher in the shape of *Firelord*! It's an arcade adventure in the best tradition of arcade adventures — plenty of action and puzzles plus a couple of new twists.

This is Steve's first game since the award winning *Starquake* — and you'll recognise some similarities between the two games when it comes to the style of graphic presentation. But *Firelord* isn't *Starquake* set in the Middle Ages. Far from it.

If you read our preview last issue you'll know the background to the game. But for those of you who missed it the basic idea of *Firelord* is, well basic.

You play the part of Sir Galaheart, a noble knight out to end the rule of the Evil Queen who has enslaved the population of the land of Torot using the sacred Firestone which she has stolen from an unsuspecting and very friendly dragon.

Galaheart has to become the Firelord and defeat the Evil Queen. Not an easy task . . .

You begin the game — as a lowly peasant — in the village, battling flame ghosts who take the form of poor villagers. Our hero can zap these creatures — but only when he's collected an enchanted crystal.

All the real villagers are hiding in their houses. They can be persuaded to help you by giving you information, and you can barter with them for useful items.

When you begin the game you won't have anything to barter with. This means you're going to have to steal something!

Now normally a gallant knight like Sir Galahart wouldn't dream of doing such a thing. But times are hard and there's a quest at stake here!

So you're going to have to do a bit of breaking and entering. You'll always find someone at home — but you can still walk out with a useful object if you're quick at manipulating the various icons on the bartering screen.

Succeed and you'll be able to trade. Fail and you'll have to stand trial! More about that later. First let's take a closer look at trading — and cheating!

Once inside the house, shop or other inhabitable area, the screen will change. In the top right corner of the screen the character with whom you are trading is depicted. Below that is a cheat command. More of that later. Finally, on that side is the exit option.

Down the middle of the

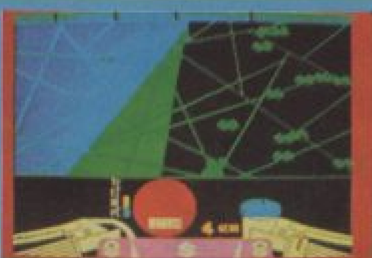






▶ MACHINE: SPECTRUM
▶ SUPPLIER: DIGITAL INTEGRATION
▶ PRICE: £9.95
▶ REVIEWER: TIM

# TT RACER



Whoooo0! Move over Kenny, Barry, Kevin and even you Ron! Here I come on my *TT Racer!* Digital do it again with an amazingly accurate simulation of Grand Prix motorbike racing.

Digital do for bikes what they've already done for jet fighters and super-helicopters, and put YOU in the hot seat.

*TT Racer* isn't your normal sit-in-front-of-the-computer and-dodge race game. This is much more like the real thing. In fact it's a bit of an insult to call it a game really. But don't think it's terribly serious either. *TT Racer* is an entertaining and addictive bit of software.

Once you've got past the 'orrible Lenslok protection, you'll see a menu screen which looks as though it would be at home on the flight deck of Concorde. There're so many different options flashing away at you!

Still, what it all boils down to is that you can choose from four different sorts of bike, 12 different international race tracks, how long you want your race to be, or if you just want to practice and at what level you want to race at.

You can even save lap record tables or bike performance characteristics and the menu selection to enable you to resume a racing session at any time. More about that later.

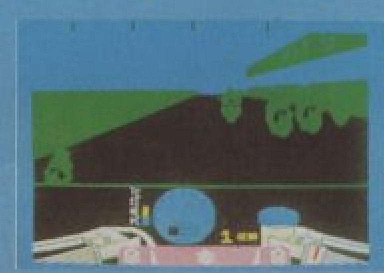
At first you'll be tempted — and rightly — to get stuck in and race. This is a great way to learn the ropes and you'll soon discover that the controls are VERY sensitive. Your first outings will more often than not end up in the grass.

It's best to begin by riding one of the smaller bikes as there's so much instrumentation to worry about, and you can concentrate on simply staying on the track.

You can select an 80cc, 125cc, 250cc or 500cc machine. Each has different instruments and the bigger bikes even have wing mirrors so you can check what's coming up to overtake.

In practice mode you can tweak your machine so it is perfect for the particular track you've chosen to race on. You can adjust gear-ratios, select the right sort of tyres, adjust the steering and even add automatic gears if you want.







# LORD

screen you can find the various services offered by the character.

A set of scales signifies that you may be able to trade with them.

A signpost will tell you that you can find out your location.

Using the cross-shaped cursor, you select which service you require, and how you intend to pay for it.

Now, back to the cheating part. Should you decide that it's worth the risk, you can choose to try and rip off the occupant of the building. If you get away with it, then you will escape with the object you desire, and the one which you promised to part with! However, if you are caught, you will find yourself at the trial.

If you're familiar with the bonus game in *Uridium* you'll get the idea of the trial screen pretty quickly. An arrow flashes back and forwards between two words — Innocent and Death. You get three chances to ensure you don't lose a life. If you get it wrong and the arrow points to Death one life goes — every time. So if you get nabbed early on in the game it could be quite short!

Your score can be found at the top left hand side of the screen, lives left are shown in the right. In the centre are bars which show the condition of your energy, weapon and bartering powers. Items you've collected are also shown at the top of the screen.

You'll also find useful things dotted around the landscape — things like the crystals and bits of food which help keep your energy up. Making a map is essential, and always remember where you've left a supply of food.

*Firelord* is an excellent game. Graphics are colourful and sound effects original — which is saying something on the Spectrum. I particularly liked the metallic tinkling sound which happens when Galaheart dissolves after running out of energy or when he is wiped out by a baddie!

| | |
|---|---|
| ▷ GRAPHICS | 9 |
| ▷ SOUND | 8 |
| ▷ VALUE | 9 |
| ▷ PLAYABILITY | 9 |

Then using the useful save option from the menu, you can store all this away track by track so you've got the best machine for all the races. Again just like the real thing. . .

During a race you can make a pitstop to change tyres and refuel — only really necessary during Grand Prix events.

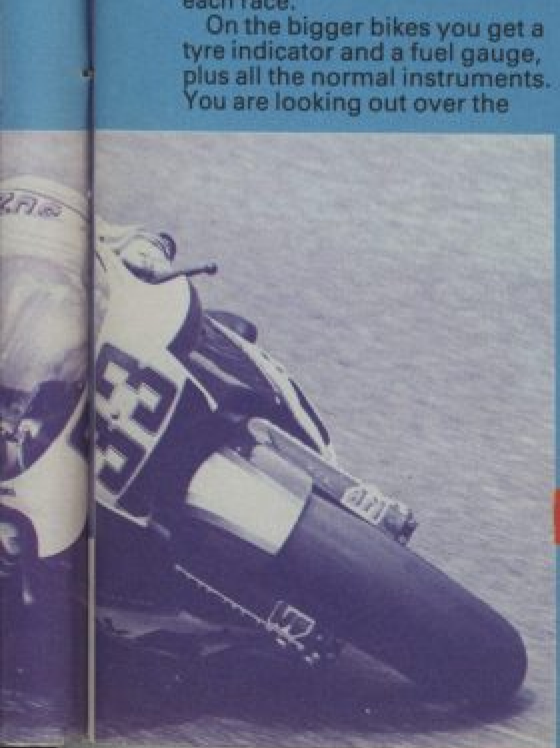
At the top of the main race screen you'll see a "pitboard" which transmits info about the lap times you are putting in, plus your position in the race and how many bikes are in front and behind you. There are 15 in each race.

On the bigger bikes you get a tyre indicator and a fuel gauge, plus all the normal instruments. You are looking out over the handlebars and, as well as your instruments and the track, you can see your clutch lever and brake lever which are animated.

When racing, cornering and slick gear changes are things to get right if you are going to be a real champ.

Another pretty neat feature of this program is the networking option which allows you to link up to eight Spectrums together and race against your friends! The computers monitor the action and compiles a stat sheet at the end of each event giving you lap records and race positions.

Only a couple of moans. I wish Digital wouldn't persist in putting Lensloks on their games. It's a real bind to have to cope with it EVERY time you load the game. And maybe some of the lesser machines could have been made a bit easier to control in order to make the "game learning curve" quicker for beginners, and perhaps give gamesters the option of playing an "ordinary" arcade style race.



| | |
|---|---|
| ▷ GRAPHICS | 9 |
| ▷ SOUND | 5 |
| ▷ VALUE | 9 |
| ▷ PLAYABILITY | 9 |




REVIEWS C+VG

8

► MACHINE: SPECTRUM
► SUPPLIER: SOFTWARE PROJECTS
► PRICE: £8.95
► REVIEWER: CHRIS

# DRAGON'S LAIR

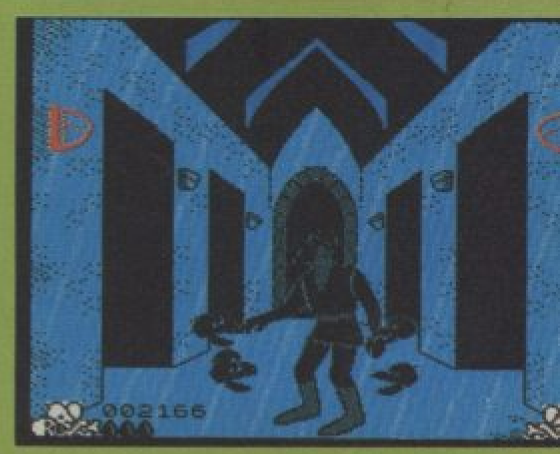
*Dragon's Lair* was the first laser disc arcade coin-op. It caused quite a stir when it first appeared thanks to the cartoon style animation of the screens, and the original gameplay.

It wasn't easy to play and people soon got bored trying to get to grips with the thing even though it DID look extremely pretty.

It would take a brave programmer to try and attempt a conversion of this particular coin-op, despite the current trend towards turning arcade games into computer hits.

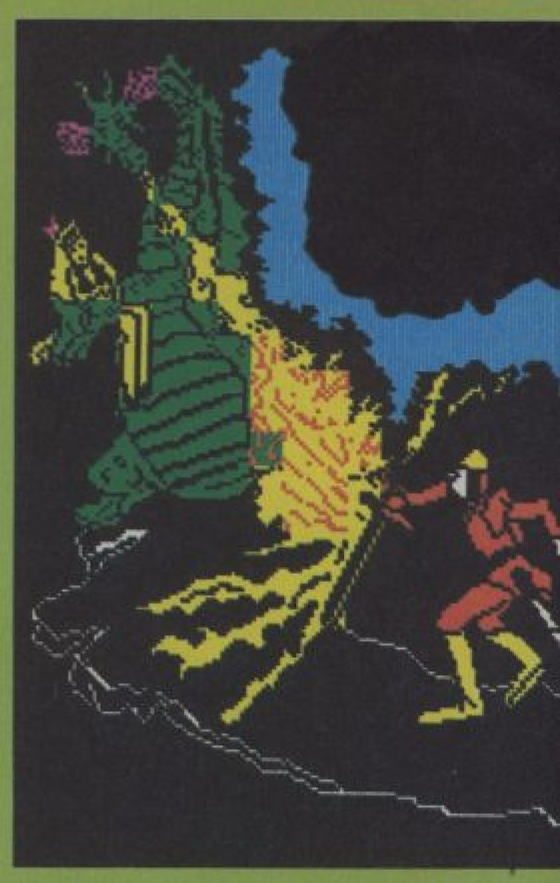
Software Projects were the brave people to attempt it — and their programming team included none other than Andy Walker from the now defunct *Tasket* software company.

The computer version features many of the "challenges" from the coin-op original. There's the falling discs, the skull hall, the burning ropes, the weapons room, the Giddy Goons, the tentacle room, the chequerboard and, of course, the dragon.




It also features the incredibly irritating "death sequence' where Dirk, the hero, collapses into a pile of bones and reforms EVERY time you lose a life. This wastes time and is boring after the billionth time.

And you'll be losing lives 19 to the dozen when you begin playing — just like the coin-op! I'd of thought it would've been better to make the game easier at the start just to get people into the swing of things. But oh, no, you have to struggle to stay on the first falling disc as a stupid genie tries to blow you off. And more often than not he succeeds.



I doubt if many people will want to play through to the end of the game where Dirk has to rescue the maiden from the fire-breathing Dragon.

Each different section, which has to be loaded from tape each time you want to play, faces the player with a different combination of joystick/keyboard controlled moves which have to be learnt, adding to the general confusion.

*Dragon's Lair* proves that some arcade games just aren't worth converting — or if you really want to have a crack at it, not to stick slavishly to the original concept which — as in this case — wasn't that great anyway.

The 64 version of this game has the benefit of prettier graphics and better sound. The Spectrum version is simply too difficult to get into and not very attractive.

A brave attempt which doesn't come off. Sorry Software Projects . . .

| | |
|---|---|
| ▷ GRAPHICS | 6 |
| ▷ SOUND | 5 |
| ▷ VALUE | 3 |
| ▷ PLAYABILITY | 3 |

9

# THE TRAP DOOR

- MACHINE: AMSTRAD/SPECTRUM
- SUPPLIER: PIRANHA
- PRICE: £7.95
- VERSION TESTED: AMSTRAD
- REVIEWER: PAUL

It's an open and shut case for *The Trap Door*. It's great, wonderful fun etc, etc.

If you haven't come into contact with The Trap Door until now, where have you been? Down a hole?

The game is based on the new animated TV show which should still be on your screens. Berk, Drutt and Boni will be very familiar to you by now.

Berk is a big blue blob who lives in the depths of a gloomy castle. His role is to serve the unseen "thing up stairs", and slave away at completing various tasks set.

Below the Trap Door lurk all sorts of weird and not so wonderful things which are useful in helping Berk carry out his orders. In all there are five tasks to complete. They must be finished or the Thing gets really angry. His fury is measured on the Anger-Meter at the bottom of the screen.

Berk's tasks are many and varied — as are the things that appear from under the Trap Door. Like the Spectrum version, this is a fun game. Those of you without a sense of humour should steer clear of Berk and his mates. But the rest of us will really enjoy it!

The graphics are wonderfully big and colourful and hugely entertaining. *Trap Door* is fun with a capital F. Don't miss out.

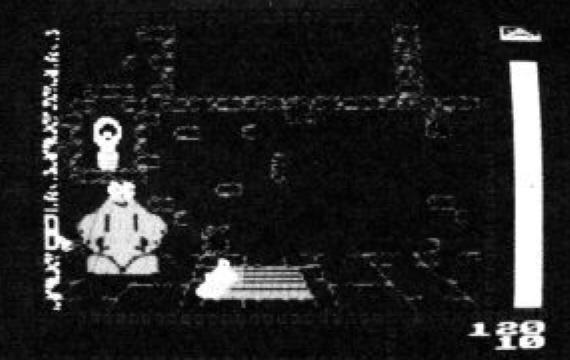
| | |
|---|---|
| GRAPHICS | 9 |
| SOUND | 8 |
| VALUE | 8 |
| PLAYABILITY | 9 |

C+VG HIT!

AGFA 200 RS

AGFA 200 RS




0 ▶ 0A 1 ▶ 1A

- MACHINES: BBC/C64
- SUPPLIER: US GOLD
- PRICE: £9.99 (tape) £14.95 (disk)
- VERSIONS REVIEWED: BBC/C64
- REVIEWER: NICKY

# CRYSTAL CASTLES

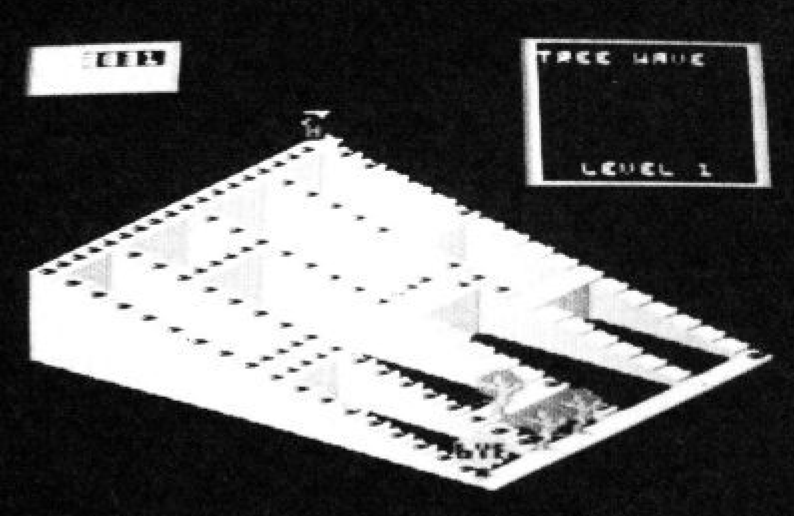
Under the auspices of US Gold, *Crystal Castles* has finally emerged into the light of day on the Beeb and Commodore 64 micros. And about time, too. I haven't played such a satisfying game of grab-the-loot-and-run for a long time.

*Crystal Castles* has been described as 3D *Pacman*, and that just about sums it up. You play a character, apparently called Bentley, whose main aim in life is to get rich — fast. And since Bentley lives in a world of weird and wonderful castles whose corridors are strewn with gems, he has every chance of doing so.

All he has to do is scamper round the castle's walkways, leap on to moving platforms, run in and out of doorways and so on to gather all the available goodies. But, inevitably, there's a snag, and that snag takes various forms. Hostile bouncing blue balls, for instance, or mobile man-eating trees, not to mention the dreaded worms. And if Bentley takes too long clearing a screen, a savage bush — I think it's a bush — appears on the screen to add to his problems.

Considering the sheer speed of this game the graphics aren't bad at all, and the sound, for once, complements the action. It's simple, slick, and very good fun.

The 64 version of Castles — previewed by our very own Tony T. in *Hot Gossip* last issue — has a great tune and is very fast.




Each screen has a title — but on all the screens you have to collect the gems scattered around the pathways of the various *Crystal Castles*. Like the BBC game, the nasties take the shape of blue balls, trees, swarms of bees and green worm thingies.

There's another nice touch in this version are the secret warps which transport you in between levels. When you reach certain screens a message appears telling you where the warps are.

For example, when you reach level seven you get a message which reads: "Jump at left back corner of first screen".

If you do this you get 140,000 bonus points and get transported to level three.

The graphics aren't bad — just a bit fiddly for my tastes, just like the Atari original in fact.

U.S. Gold say they are releasing this game as a "limited edition". We're not quite sure quite what this means. It couldn't be a marketing ploy, could it?

Anyway, if you were a fan of the coin-op then this game is for you. *Crystal Castles* is a faithful copy of the arcade original. Completely playable and totally addictive.

| | BBC | 64 |
|---|---|---|
| GRAPHICS | 8 | 8 |
| SOUND | 8 | 9 |
| VALUE | 7 | 8 |
| PLAYABILITY | 9 | 9 |

C+VG HIT!



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# WAR HAWK

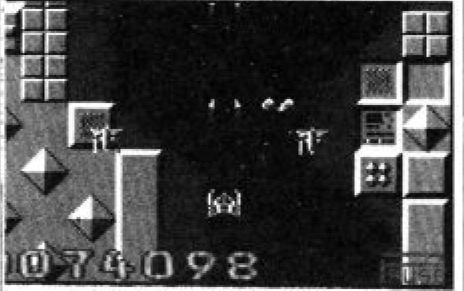
- WAR HAWK
- MACHINE: C64/128
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: TIM

Sometimes I wish Andrew Braybrook hadn't written *Uridium*. Then we'd have been spared all the shoot 'em up clones that his classic game has inspired.

I guessed it wouldn't be long until a budget version of Mr B's creation came along. And here it is in the shape of *War Hawk*, complete with soundtrack by none other than Rob Hubbard.

Instead of a sideways scrolling game we've got a horizontally scrolling one – but apart from that, and the lack of frills, this is a pretty basic blast-everything-you-see *Uridium* clone.

The backgrounds – not so detailed as *Uridium* — are nice and colourful. The alien



attackers are fast and numerous. You can shoot things in the air and on the ground – but there's none of this fancy flipping, only up-down-left-right dodging manoeuvres are permitted.

You don't get lives – only energy levels which appear at the bottom of the screen as little arrow shapes. Energy is lost by colliding with the alien attackers.

If you successfully complete a level, things get REALLY hectic at the end of each wave with lots of fast moving attackers coming at you.

There's no doubt that *War Hawk* is good value for your money – but there's only one *Uridium*. Once you've got that do you really want more of the same, whatever the price?

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 7 |
| VALUE | 7 |
| PLAYABILITY | 7 |

# THRUST

- MACHINE: SPECTRUM
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: TIM

This may sound sacrilegious but I've never realy understood what all the fuss over *Thrust* is all about. There's no doubt that this throwback to the days of vector graphics and *Asteroids/Scramble/Lunar Lander* type games is good value for money.

Maybe now the Spectrum version is out we can take a considered look at the product which has done so well on the 64 and Beeb.

First up you can only play this version using the keyboard — and like all keyboard-only games you need to be an octopus to keep everything under control.

And maybe my reactions are going and I shouldn't even touch this sort of game, but I found the *Thrust* ship as manoeuvrable as an elephant on ice skates.

The idea is simple enough. You have to fly your craft down caverns, blasting at gun emplacements, in order to pick up a fuel pod and zap back into the stars carrying your cargo — and a bunch of bonus points behind you.

The caverns get progressively more difficult as you go through the game — and if you get really good you have to cope with reverse gravity.

Early excursions will prove frustratingly fruitless until you get to grips with the controls. And maybe by then you'll be so fed up with the sight of your craft smashing into the scenery you won't care too much if you manage to get a fuel pod or not.

*Thrust* is a game for keyboard experts and people willing to spend a lot of time getting nowhere fast. I'm not one of them, I'm afraid.

| | |
|---|---|
| GRAPHICS | 6 |
| SOUND | 5 |
| VALUE | 7 |
| PLAYABILITY | 6 |

# HAPPIEST DAYS OF YOUR LIFE

- MACHINE: SPECTRUM
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: TIM

The best thing that can be said about this pretty average arcade adventure is that it's big. Lots of locations, lots of things to collect and shuffle about in the manner of every arcade adventure ever written.

It's set in a school which looks like a private one to me. I guess loads of you out there have been to a expensive establishment, like this — with quadrangles, studies and big musty libraries full of Latin texts. This is definitely not Grange Hill.

Your task is to find the headmaster's stolen wallet. Hang on, maybe it IS Grange Hill . . .

It's all predictable stuff, served up lukewarm like a dodgy school dinner.

The graphics aren't bad — but uninspiring. The puzzles are uninspiring too. All in all a game that doesn't make you WANT to play it. It lacks any sort of atmosphere and you end up not caring very much if your find the wallet or not.

Ironically, if Firebird's current batch of budget games — which include gems like *Bombscare* and *Olli and Lisa* — weren't so good the inadequacies of this little offering wouldn't show up so much.

Playing this game won't make you very happy — much like having to go to school really . . .

| | |
|---|---|
| GRAPHICS | 6 |
| SOUND | 4 |
| VALUE | 5 |
| PLAYABILITY | 4 |

# HOODOO VOODOO

- MACHINE: CBM64
- SUPPLIER: BUG-BYTE
- PRICE: £2.99
- REVIEWER: CHRIS

*Hoodoo Voodoo* looks like its been converted from a ZX80, and a perfect job they've done too.

The Plot, if you can call it that, is very weak, proposing that you break a strange curse and also destroy some alien, for which you apparently receive a "big bonus".

The game is set on another world, which seems to be infested with exploding spiders and flying baked bean cans.

By collecting seven daggers of power you can open the Portal that leads to the next level.

The game boasts that it has amazing scrolling, and I must admit that although the speed is comparable to a tortoise with no legs, it is smooth.

To sum up the game in simple terms, terrible graphics, naff sound (The fist sound effect you hear must be at least 10,000 years old) and gameplay which is none existent.

| | |
|---|---|
| GRAPHICS | 4 |
| SOUND | 6 |
| VALUE | 0 |
| PLAYABILITY | 0 |

# CAMELOT WARRIORS

- MACHINE: AMSTRAD/SPECTRUM
- SUPPLIER: ARIOLASOFT
- PRICE: £9.95 AMSTRAD CASSETTE/£14.95 DISC/£8.95 (SPECTRUM CASETTE)
- VERSION TESTED: AMSTRAD
- REVIEWER: PAUL

This is most severe case of back to the future as I've ever come across. All I did was take a quick kip in the 20th Century and I wake up in the time of King Arthur with a desperate urge to get back to the present.

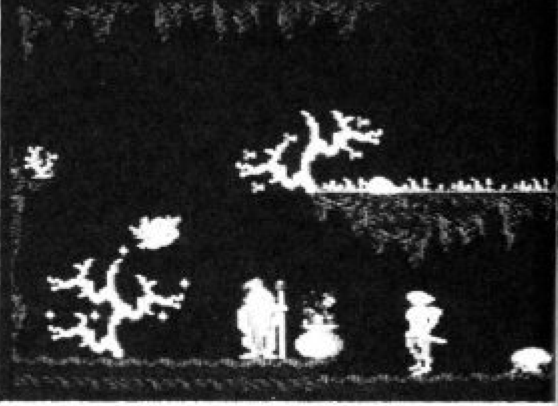
Armed with my trusty sword Excamembert, I set about exploring Arthur's world.

The idea is to find four elements from the 20th Century. These are the fire which does not burn, the mirror of wisdom, the elixir of life and the voice from the other world.

There are four levels to search — the forest, lake, caves and finally Camelot Castle.

# C+VG REVIEWS 10 SHORTS

In many ways *Camelot Warriors* reminded me of Sorcery. Graphically it has the same sort of feel and look. And



that's no bad compliment.

*Camelot Warriors* is one of Ariolasoft's best games for ages.

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| VALUE | 7 |
| PLAYABILITY | 8 |

# STAR FORCE SEVEN

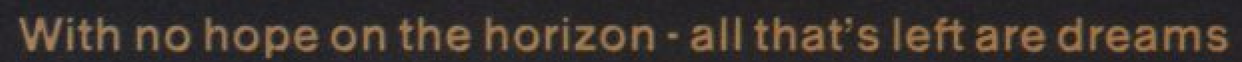
- MACHINE: BBC
- SUPPLIER: BUG-BYTE
- PRICE: £2.99
- REVIEWER: NICKY

*Star Force Seven* is a space armada which has one year to inflict enough damage on the Zurg Hegemony (the villains) to force it to give up its attack on the Terran Empire (the goodies).

It would probably take you a year to play it. That's if you survive the pages and pages of on-screen instructions.

There's a bit of graphical action when you engage the enemy forces, but nothing to get excited about. Good for armchair tacticians, but *Star Trek* it ain't!

| | |
|---|---|
| GRAPHICS | 6 |
| SOUND | 6 |
| VALUE | 8 |
| PLAYABILITY | 7 |




# The INHERITANCE

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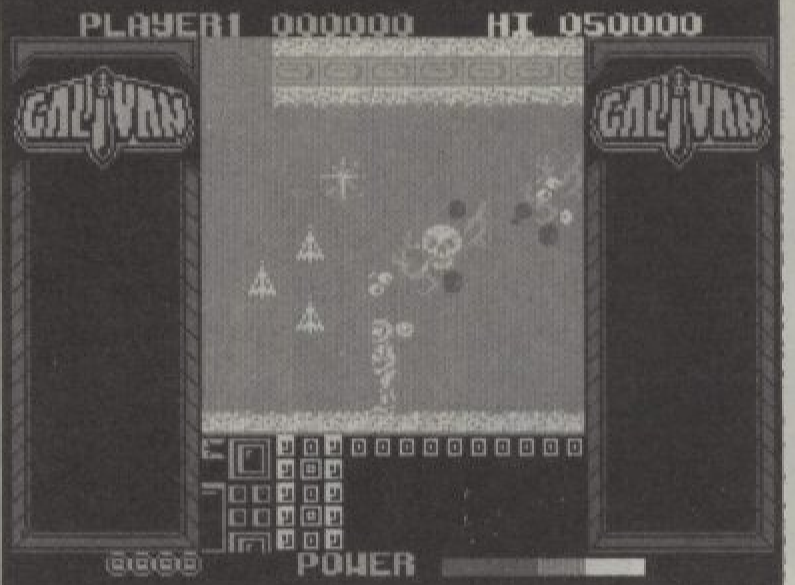
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> SUPPLIER: IMAGINE
> PRICE: SPEC-£7.99 AMS/C64-£8.95
> VERSION TESTED: SPECTRUM
> REVIEWER: TIM

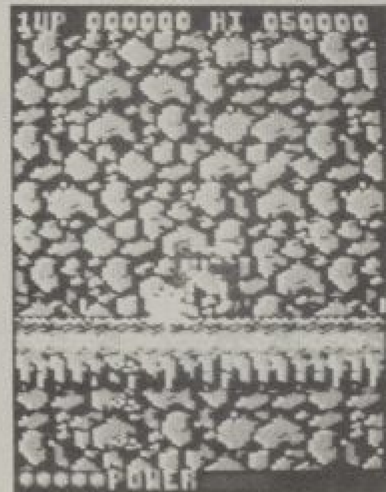



▲ A shaky arcade conversion. The screen on the left is from the Amstrad version

# GALVAN

Will you please welcome the latest arcade invader *Galvan*! Based on the Nitchibutus (*Bless you! Ed*) coin-op of the same name, this home computer version joins the growing ranks of arcade machine titles.

Is it any good? Sadly, it isn't. The jerky scrolling — bad news for ANY games these days let




alone an arcade conversion — really lets it down. Hopefully this will be cured on other versions of the game — but it makes the Spectrum game not very nice to play.

Shame, as the basic idea isn't bad. You're the last surviving member of the Cosmo Police on a mission to end the vile regime of Cynep by entering the Technol Caverns, wiping out the defence systems — they include horrible multi-headed demons.

Your super-cop starts the game armed only with his fists. Fortunately he can find power pyramids dropped by deceased Cosmo Policemen which contain useful weapons.

These include Arc Blasters, Laser Guns and Blue Bolt Neutralisers.

As your energy level decreases — shown as a bar graph at the bottom of the screen — the weapons are replaced with ones of lesser power. For example you could have an Arc Blaster but after fighting off a couple of andorid defenders it could rematerialise as a dodgy laster pistol.

The Techno Caverns include factories, underwater sections, caves and things that look a bit like hydroponic gardens.

You get bonus points for zapping your enemies and completing a level by destroying a demon — the best bit of this game.

When it comes down to it, *Gavlan* is still just a ladders and ramps game with added shooting. It IS big — so if you're one of those people who measures a game by the number of screens, it could be one for your.

My feeling is that *Galvan* is a very average game, with average graphics, average sound and pretty average game play. An example of the well know Jackson T. Kalliber saying: "Not every arcade game deserves converting."

If you've played the original, take a long hard look at the computer version BEFORE you decide to buy.

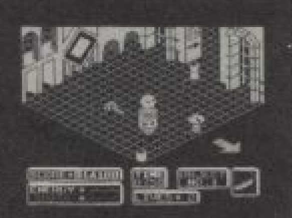
| | |
|---|---|
| > GRAPHICS | 6 |
| > SOUND | 5 |
| > VALUE | 5 |
| > PLAYABILITY | 6 |

# BOMBSCARE

> MACHINE: SPECTRUM
> SUPPLIER: FIREBIRD
> PRICE: £1.99
> REVIEWER: TIM

Budget games just seem to get better and better. *Bombscare* is one of the best I've seen for a long time. It's a race against time on the planet Neptune where an enemy has planted a big bomb in the space station. Only Arnold, the cute bomb disposal droid, can stop the base being destroyed.

You're in control of Arnold and must guide him through the many detailed 3D rooms in search of the correct tools to help defuse the bomb. Each room is inhabited by energy draining creatures left behind by the enemy. Arnold can avoid or zap them – but his supply of ammo is limited.



▲ Excellent graphics for £1.99!

Objects he discovers can come in useful. He can find things that give him extra lives, transport him from place to place, act as SMART bombs – blasting all the creatures in a room – or protect him from harm.

Things that look like shields are protection devices, bomb shaped objects blast the creatures, an odd pyramid thingy acts as a transport back to the "bomb" room, while a square shaped doodah with a wiggly line across it will transport Arnold to the exit when activated. Many other objects can be found, but I've yet to work out their functions.

Arnold can carry up to five objects which are selected and activated via the keyboard. Joystick controls are used to move the droid around and fire at things. A small window on the right hand side of the screen displays the object currently in use.



▲ Great budget action

You really have to work out what does which simply by activating the object you've picked up and watching what happens on screen or on your status readouts. Some objects help keep Arnold going by replacing lost energy and zapping power.

There are teleports dotted around the space station which you access by running into them. A small window opens in the middle of the screen requesting a password – as in *Starquake*. If you don't know the password you're stuck! And quite where you find them I'm not sure yet.

You'll need to hang onto the objects which get you back to the "bomb" room and the exit in order to make a quick getaway. Even if you don't succeed in defusing the bomb you can get Arnold out of the space station before the big bang by making a dash for the exit. This gives you a 1,000 point bonus – but not a lot of satisfaction!

If you don't kill the bomb you see a nice end-game sequence in which the plant is blown into a billion bits!

It's amazing to think that a couple of years ago a game like this would have cost around £9, would probably have come from Ultimate and have been described as a major leap forward in games technology.

Here we have a game that costs just a quarter of the price, has great graphics, good sound, is immensely playable and only costs £1.99.

*Bombscare* is a brilliant budget release destined for a very high chart placing. One some software houses producing full price games should look at and take note. Get it!

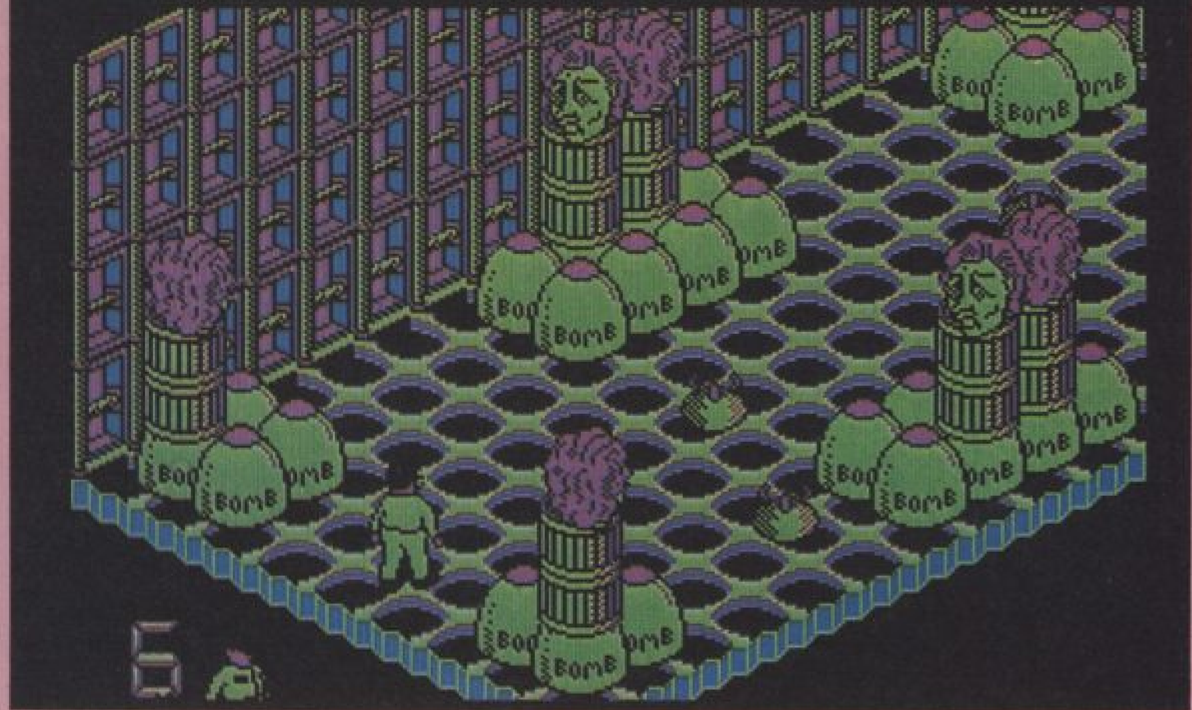
| | |
|---|---|
| > GRAPHICS | 7 |
| > SOUND | 7 |
| > VALUE | 9 |
| > PLAYABILITY | 9 |





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# N.E.X.O.



► MACHINES: SPECTRUM/ AMSTRAD
► SUPPLIER: DESIGN DESIGN
► PRICE: £7.95
► VERSIONS TESTED: SPECTRUM/AMSTRAD
► REVIEWER: TIM

Is this the best Design Design game yet? Could be. It's certainly the slickest looking and easiest to get into — unless you are totally bored by the squillions of Ultimatish 3D arcade adventures that have come your way since the Sabre Man discovered the Spectrum.

The game comes with a long background blurb about a space war between Earth and the Andromedans which seems to go on forever. If you're into that sort of sci-fi babble and need it in order to get the most out of a game, you'll probably enjoy reading it.

It all boils down to the fact that you have to prevent a mega-super-fab-totally-awesome weapon falling into enemy hands. This weapon is called Nemisis and it's hidden in bits inside the the N.E.X.O.R. complex and your job is to find and collect bits of the device in order to actually make one of these mega-super-fab-totally-awesome weapons which will end the war against the Andromedans for all time.

Heard THAT before somewhere, haven't we?!

You have to find the blueprint for one weapon and bring them to safety.

All the time you are searching the complex — and it's BIG — for these bits and bobs, the Andromendans are filtering into the many rooms. This makes your life — or lives, you get eight — much more difficult.

Some of the nasties look strangely like Mrs T. I've always had my suspicions that She was some sort of creature from outer space.

Other things suddenly grow legs and scuttle around — so watch what you start pushing around! Yes, you can move things to help you jump up to seemingly impossible doorways and ledges. Lifts and bubbles also help transport you about the vast maze of a game.

The puzzles are what you'd expect from this sort of arcade adventure — nothing out of the ordinary here. In fact the game itself isn't vastly original. But it is good to play, addictive up to a point, and pretty to look at.

When you first start the game — and I really enjoyed this bit the first few times — you can step off into nothingness and fall, keep on falling, and fall a bit more, down a long shaft. Just

# URIDIUM

► MACHINE: SPECTRUM
► SUPPLIER: HEWSON
► PRICE: £8.95
► REVIEWER: TIM

They said it couldn't be done! But Hewson programmer Dominic Robinson has done it. And done it extremely well. What has he done? Only converted the classic space zapper *Uridium* on to the Spectrum that's all.

Andrew Braybrook's original on the 64 has spawned a billion imitators on many different machines. But there's nothing quite like original — and this Spectrum version is destined to become an instant classic.

The basic idea remains the same — you zip among the mobile defence forces of an alien fleet of super-dreadnoughts, blasting everything and anything that comes your way.

Your Manta fighter is amazingly aerobatic — you can loop back on yourself and spin sideways in order to squeeze through tight gaps on the dreadnought's superstructure.

Don't think that just because you've played the 64 version you're going to find the Spectrum game a piece of cake — 'cos it isn't. The dreadnoughts are different. As are the attack waves.

In fact the dreadnoughts seem to be longer than on the 64 version. This may well be an optical illusion brought on by all the extra hazards Dominic has built in to the superstructure, which makes flying the length of the ship a REAL challenge.

The Spectrum version includes all the features of the original — including the lethal space mines which are fired from the dreadnought's glowing generator ports.

If anything these mines are more deadly than the 64 version's! Very fast and they very seldom miss unless you're quick to spot one emerging and escape from that sector of the ship extremely quickly.

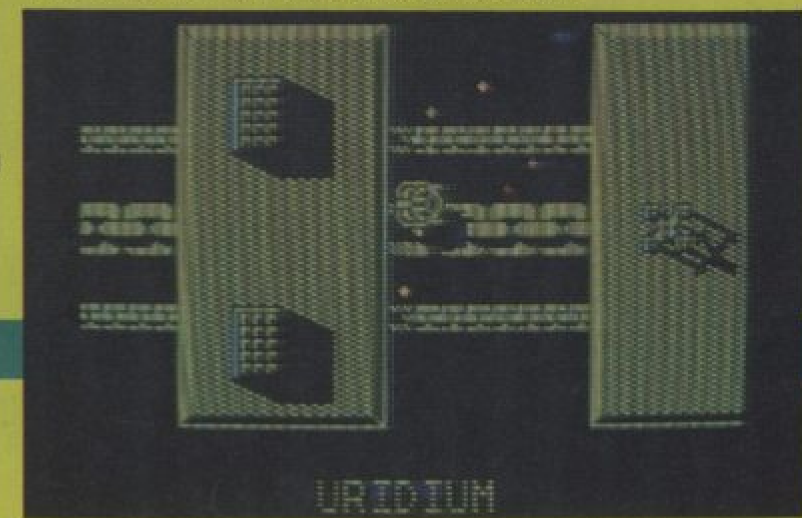
The Manta fighter is very manoeuvrable and has built in inertia which means you can slow down by throwing one of the essential 90 degree loops. You can use this manoeuvre to avoid on-coming missiles.

You get bonus points for destroying a wave of alien defenders and for zapping destroyable bits on the dreadnought's surface.

Score 10,000 plus points and you get a replacement Manta — you'll need as many as you can get.

Like the 64 version you'll see a *Land Now* message flash

▼ *The best shoot-'em-up available on the Spectrum. Buy it.*



as if they wanted to show how big the game really is. . .

Both Spectrum and Amstrad versions have good looking and stylish graphics. The Amstrad must be one of the best looking games around for this machine. Great use of colour and very pleasing screen design.

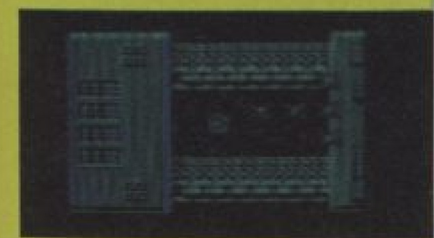
The alien beings you encounter — like the Maggie head — are jokey creatures, well animated.

The only thing missing from both versions is sound. No tunes and minimal round effects. But this is a minor grip. Overall *N.E.X.O.R.* is a polished and playable game.

Ironic isn't it — when everyone was playing *Knight Lore* clones Design Design were turning out unfashionable super-fast shoot 'em ups like *Dark Star*. Now that everyone is plahing super-fast shoot-'em-up, Design Design has produced a 3D Filmation game. Funny old world. . .

Graham Stafford and graphic designer David Fish are to be congratulated on producing a solid — if not startling different — arcade adventure.

| | Specs | Ams |
|---|---|---|
| ▶ GRAPHICS | 7 | 9 |
| ▶ SOUND | 5 | 4 |
| ▶ VALUE | 9 | 9 |
| ▶ PLAYABILITY | 8 | 8 |



when you've scored so many points. Land on the master runway and you'll get a further bonus for destroying the dreadnought totally.

Graphics capture all the feel of the 64 original — solid and metallic looking. The animation of the Manta fighter is excellent and action is as fast as the original.

Dominic has even managed to fit in the Uridium tune and a nice hi-score chart complete with glowing letters and numbers.

Don't bother with imitators — there's only one Uridium. Get it.

| | |
|---|---|
| ▶ GRAPHICS | 9 |
| ▶ SOUND | 8 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 10 |





▲ *Fist II: The legend continues.*

# FIST II

▶ MACHINES: CBM/64/AMSTRAD/SPECTRUM 48K
SUPPLIER: MELBOURNE HOUSE
▶ PRICE: £9.95
▶ VERSION TESTED: CBM 64
▶ REVIEWER: PAUL

*The Way of the Exploding Fist* is a hard act to follow. Does the legend continue in *Fist II* or have the wizards from Oz conie a cropper?

The arrival of *Fist II* sent C+VG into turmoil. Queues formed at the Commodore as everybody demanded first go — just as when the original *Fist* punched its way into our hearts.

But then there was silence when we started playing. The crowd grew uneasy and the boos began. This wasn't what we were expecting. *The Way of the Exploding Fist* grabbed you by the throat and made you play. There was no way you could walk away without having just one more go. *Fist II* just isn't that accessible. Many people gave up quite quickly. But, having said that, they all returned to give it another go and usually ended up involved in a prolonged playing stint.

*The Way of the Exploding Fist* was more or less a straightforward punch up game. Points for pleasure. This time you have a mission. The fighter must search out and destroy an evil warlord who lurks in a volcano fortress. But before this he must find a number of mystical scrolls, known as Trigrams, and return them to their temple. These scrolls — there are eight of them — will give the fighter extra powers with which to face the deadly showdown.

The play ranges against a variety of backdrops — swamps, mountains, underground caves, forests and temples.

There are various enemies to take on and punch and kick into oblivion — peasant soldiers, warrior guards, ninjas, shoguns, assassins and mud warriors — plus snakes, dogs and bats.

In all there are more than 100 screens to explore and with a few minutes you'll realise a map will be an essential playing tool.

Within minutes of starting to play I became profoundly disappointed. There seemed to be nothing to the game just a couple of fights and a lot of apparently aimless walking about. Several times I walked away from the game. But each time I returned, the game unfolded a little more, a few more screens were discovered. How did I miss that ladder first time round? Why didn't I kick that wall down before? It's that sort of game. Unless you stick at it, you'll miss a lot of opportunities.

I was, and still am, disappointed in the fighting abilities of the little character. He just doesn't appear to be as controllable or agile as in the first game. I lost a lot of lives in battles which should have been walkovers. It's not that I hadn't the skill to win, but the fighter just didn't respond.

Some of the backgrounds were not that impressive either. The sound and music, however, are great. I thought they were fantastic on *The Way of the Exploding Fist* and contributed a lot to the fun of the game. It's the same with *Fist II*. There's one great section which I can't really describe. It's sort of slow, moody and haunting. Brilliant.

Logically there was no way Melbourne House could put out a clone of *Fist I*. They've been so many imitators that the format has been done to death. *Fist II* is different, a slower, more thoughtful game with a lot more to it that meets the eye.

I can't pretend to have met the evil warlord in deadly combat yet. I haven't the faintest idea when I'll get to him. But each time I play a little more of the game is revealed. I keep coming back for more.

| | |
|---|---|
| ▶ GRAPHICS | 7 |
| ▶ SOUND | 9 |
| ▶ VALUE | 8 |
| ▶ PLAYABILITY | 8 |




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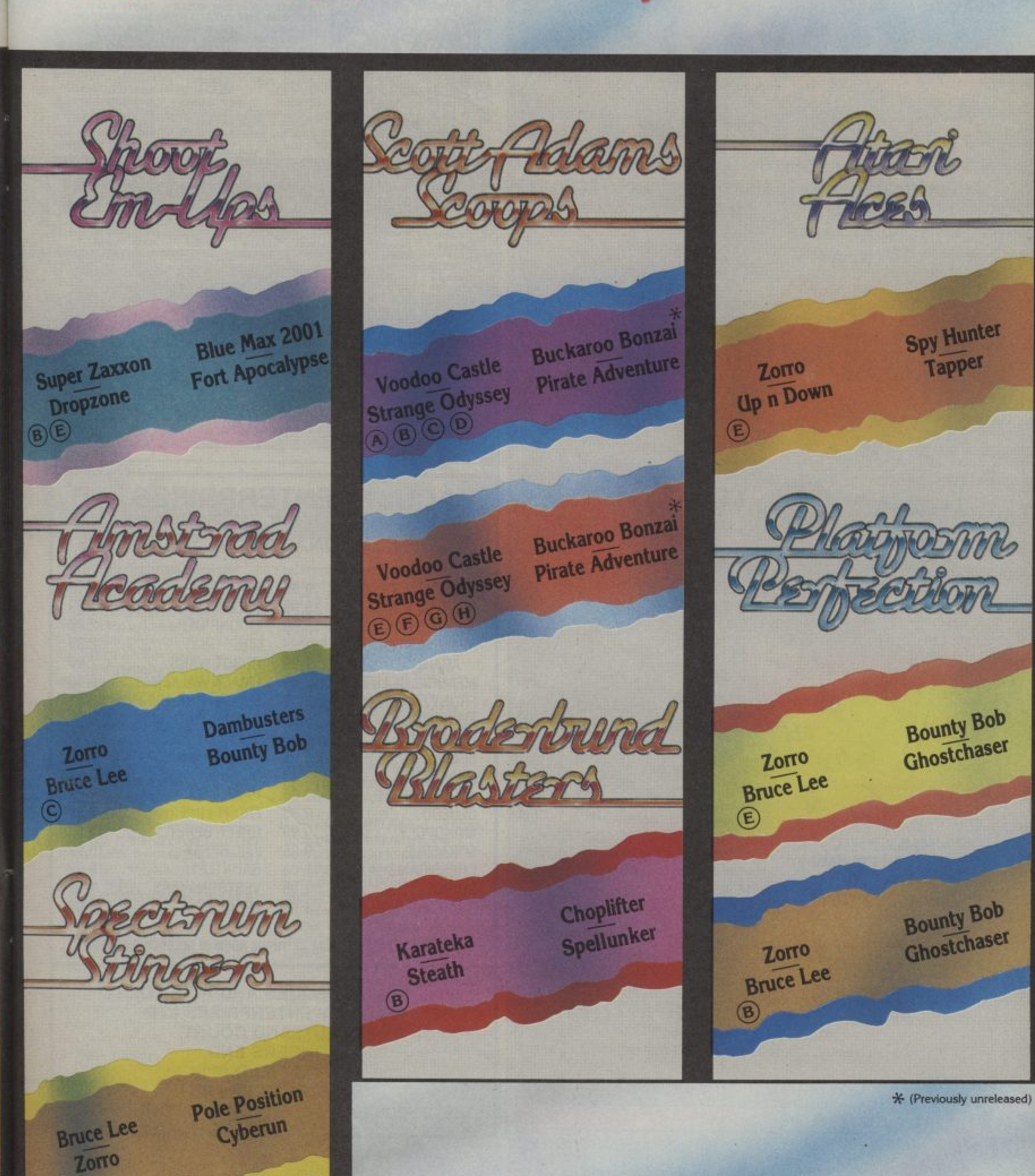
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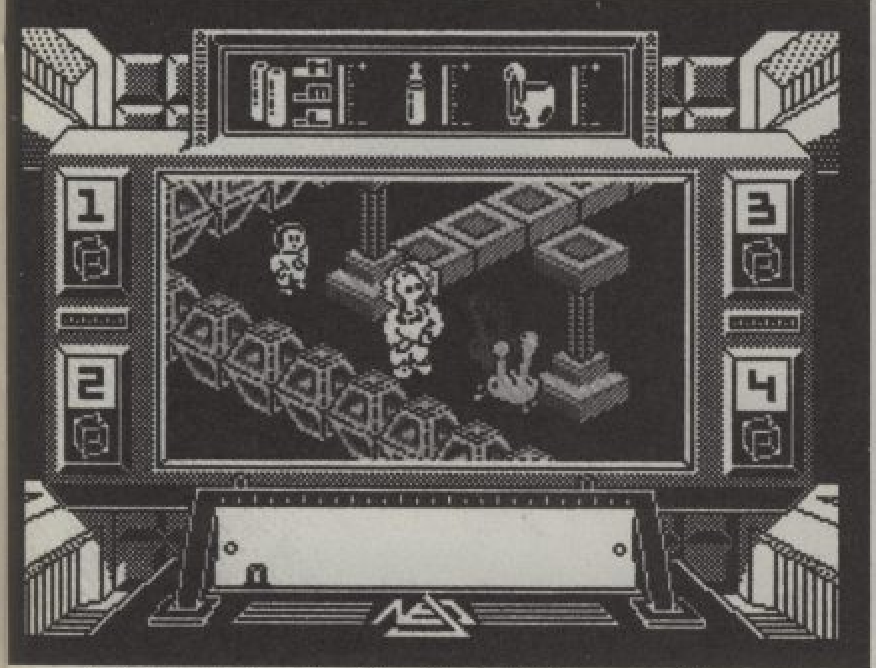
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# PRODIGY

▷ MACHINES: SPECTRUM/AMSTRAD/C64
▷ SUPPLIER: ELECTRIC DREAMS
▷ PRICES: SPEC — £7.99, AMS — £9.99/£14.99, 64 — £9.99/£14.99
▷ VERSIONS TESTED: SPECTRUM/AMSTRAD
▷ REVIEWER: TIM

Thought you'd seen the end of non-violent games with the demise of *Automata*? Think again — because here's *Prodigy*. True to their habit of releasing unusual and different games, Electric Dreams has come up with an Ultimate style 3D arcade adventure with some original twists.



▲ *Amstrad Prodigy. Baby sitting will never be the same again!*

*Prodigy* features Solo the Syntleman and Nejo the baby — trapped in a world they never made. Solo wants to escape the nightmare maze of the Mechlabs, created by Wardlock the Machine Sorceror.

The Mechlabs are split into four zones. There's the Ice Zone, Vegie Zone, Fire Zone and Tech Zone. Each of the zones are connected by a teleport system.

Solo and Nejo need your help to find the four Power Keys which unlock the doors to the outside world and knock out Wardlock's security system.

Solo has to keep baby Nejo washed, fed and protected from the ghastly flesh experiments called Globewels and Bloberites.

The screen display shows a view from one of Wardlock's security vid-cams. Around the side of the monitor are four rotating cubes representing security system indicators. You must disable these by finding the security units and taking them to the computer control centre. At the top of the screen is a readout which shows Solo's oxygen supply.

This can be replenished by taking Solo to the Ice Zone and popping him in a few oxygen bubbles.

There are also displays for Nejo's food level and the condition of his nappy! There are showers in the Mechlabs and you can wash him. Luckily this game wasn't written in smellivision!

At the bottom of the screen is a teletype machine which relays messages and information as you play.

Nejo will follow you around, but you don't need him with you all the time to complete the game. Nejo will quite happily play by himself for a while if you want to take Solo off on a solo mission. Just watch the teletype for messages and remember where you left him.

The game is packed with logical puzzles — and illogical ones! — which have to be solved if you are to get Solo and Nejo out of the labs.

The zones are all colour coded and can be reached using the teleport system. My favourite is the Vegie Zone — populated by odd vegetable creatures.

Many other parts of the graphically interesting landscape are animated as well. A nice technical achievement this.

*Prodigy* will remind *Ultimate* fans of the time when that company used to produce entertaining and original games. It will provide a genuinely different challenge to all arcade adventurers and will prove high on lastability — mainly as it's NOT an easy game. Not easy by any means.

The original theme and the different graphics make *Prodigy* stand out from the mass of arcade adventures. Check it out.

| | SPEC | AMS | 64 |
|---|---|---|---|
| ▷ GRAPHICS | 8 | 8 | 8 |
| ▷ SOUND | 6 | 7 | 7 |
| ▷ VALUE | 7 | 7 | 7 |
| ▷ PLAYABILITY | 7 | 7 | 7 |



# IT'S A KNOCK-OUT

▷ MACHINES: SPECTRUM/AMSTRAD/C64
▷ SUPPLIER: OCEAN
▷ PRICES: SPECTRUM — £7.95 AMS/C64 — £8.95
▷ VERSION TESTED: AMSTRAD
▷ REVIEWER: TIM

I never thought anything could actually be worse than watching that dreary TV show which encouraged people to dress up in inflatable chicken suits and roll around in a vat of foam while attempting to empty buckets of water into a giant eggshell. But there is! And it's the game of the show!

The only good thing about the game is that you don't get the over enthusiastic commentator giggling like a looney all the time.

This is a collection of dodgy games which are about as much fun as having a sharp stick poked in your eye — which, If I remember right, was one of the events Eddie Waring used to enjoy inflicting on foreigners.

There are five events — Flying Flans, Harlem Hoppers, Titanic Drop, Diet of Worms, Obstacle Race and the Bronte Bash.

Now the Bronte Bash might appeal to those of you who were forced to read *Wuthering Heights* for your exams. but




▲ *Squash those dinosaurs!*

unfortunately this isn't the literary criticism that the title might lead you to expect. What you have to do is drop ton weights on the heads of unsuspecting dinosuars who appear from craters.

Flying Flans puts you in the shoes of a catcher attempting to collect up flans hurled over a wall. Drop any and the "floor" gets "slippery".

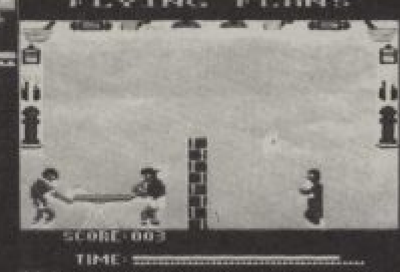
Harlem Hoppers is odd. There's a person perched on top of a camel and sending balls up and over its hump. Again you control the catcher who is hampered by an "elastic hand" which always pulls you back to the side of the screen.

Titanic Drop puts you in charge of a team of our people sliding down a rope over water. Floating in the water are four lifebelts. Your jobs is to score points by dropping the people into the lifebelts.

Diet of Worms is the silliest game. You control a chicken — see I told you they had thing about chickens! — strolling about a "farmyard" eating worms. You have to catch worms and put them in a tray at the bottom of the screen.

Then it's onto the Obstacle Race where you have to run and jump over various obstacles. The runner is badly animated and hard to get going despite the normal *Decathlon* style joystick movements.

You play each event at




▲ *The flying flan flingers strike again.*

random and compete against six other "countries".

Up to six people can play the game which is about the only original thing about it.

Graphics on the Amstrad version we looked at varied from event to event. They were mostly colourful — but chunky.

There have been several budget games worthy of a full-price rating — *It's a Knock Out* should have been a budget release. Come on Ocean — you can do better than this!

| | |
|---|---|
| ▷ GRAPHICS | 5 |
| ▷ SOUND | 5 |
| ▷ VALUE | 3 |
| ▷ PLAYABILITY | 3 |

# KNUCKLE BUSTERS



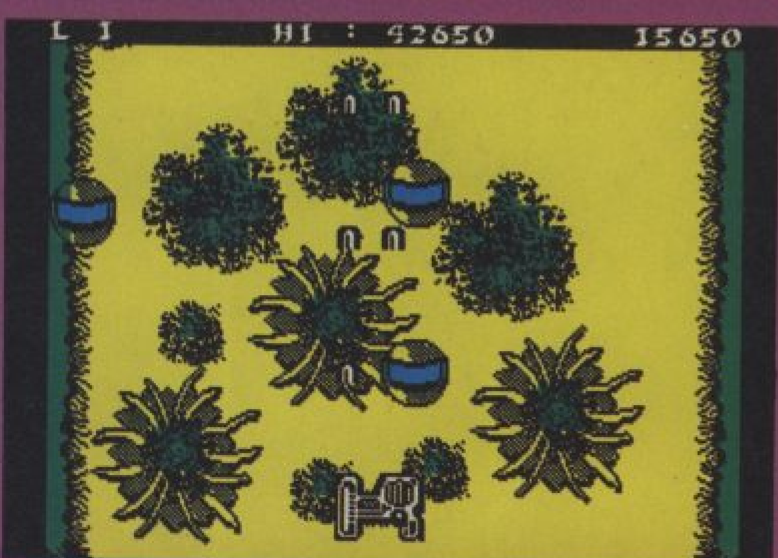
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▲ An excellent version of the arcade classic Galaxians.

# LIGHTFORCE

- MACHINE: SPECTRUM
- SUPPLIER: FASTER THAN LIGHT
- PRICE: £7.95
- REVIEWER: TIM

HEY, I must have gone through a time warp or something! I am playing *Galaxians* aren't I? No. The box says *Lightforce*. Well, it feels like *Galaxians* to me. Lots of fast moving spiralling aliens and that stuff.

Don't get me wrong, I'm not moaning or anything. *Lightforce* is a mega-blast of the first order. Pretty graphics, smooth scrolling and enough action to keep even the most demanding zapper happy. But you HAVE seen this sort of game before.

Maybe not so polished or attractive – but when it comes to originality *Lightforce* can't claim much.

The aim of the game is to simply blast everything you see. Certain things grant you extra lives if you zap enough of them. Landscapes may change but the object remains the same.

The game scrolls horizontally and you can move your *Lightforce* space cruiser around at will.

Learn the waves is the best advice we can give at this stage. Work out where to position your ship to best advantage to tackle the various alien attackers and asteroids.

You launch your ship *Uridium* fashion from a mother ship – which also has a little bit of writing on it explaining what you are about to experience!

The thing that REALLY keeps you playing is the irritating hi-score chart. If you fail to get on it, the program tells you your score with the words "Not A High Score" beside it. Talk about frustrating!

Graphics are excellent – as you'd expect from the Gargoyle Games people – for it is they who are behind the new FTL label. The aliens and landscapes are colourful, solid looking and well drawn. Sound isn't bad either.

*Lightforce* is a arcade blast from the past with some nice touches which bring a classic game upt to date. If you're into shoot 'em ups then *Lightforce* is the game for you.

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| VALUE | 9 |
| PLAYABILITY | 9 |




# STORM

- MACHINE: SPECTRUM 48/+
- SUPPLIER: MASTERTRONIC
- PRICE: £1.99
- REVIEWER: TIM



▲ Yet another budget winner from Mastertonic in the shape of Storm.

A couple of issues back we were raving on about a cheapie for the Amstrad called *Storm*. Now it's out on the Spectrum and is just as good. If you want to brush up your *Gauntlet* skills before the real thing turns up in time for Christmas then this is the game for you.

It's a one or two player arcade adventure in which Storm the Warrior and Agravain Undead the magician go on a rescue mission. The evil Una Cum has captured Storm's missus – and as there's no one at home to wash his barbarian furs our hero wants her back.

You enter the weird and dangerous world of Una's castle – populated by millions of his minions who'd love to carry your head to their master.

Fortunately, as you explore the dank, dark and dusty rooms you'll discover magic scrolls, food, armour and keys which will aid your quest. What you're looking for are the three snake broaches or torcs which will enable you to open the door to Una's laboratory where Storm's wife Corrine is imprisoned.

Like *Gauntlet* you get an overhead view of each room you enter, while a message about your current location – or about your status – scrolls along in a window at the top of the screen.

Each room is filled with baddies who attack and drain your energy unless you zap them. They'll keep on coming unless you wipe out the monster generators easily spotted in each room. Easily spotted unless they are hidden under "floorboards", that is. Trial and error – and blasting – will help you find the obscured bits and pieces. Some useful things could be hidden as well.

Find a magic scroll and activate it in a roomful of baddies and you'll temporarily clear an entire room.

For some reason the instructions say this is a keyboard only game. Well, my Kempston worked OK on both the one and two player games. Although player two obviously has to use the keys – and you have to wait for your mate to catch up before moving onto the next room.

The program is extremely well presented – with a useful set of on screen instructions which set the scene for the game and tell you what's what in the game. This was missing from the Amstrad version.

The graphics are chunky but acceptable. The whole game has a nice feel to it. It's also horribly addictive and very playable.

If you can't wait for *Gauntlet* to appear – and who can? – it's well worth shelling out a couple of quid to get in a bit of monster molesting with Storm and Agravain. Another budget winner from Mastertronic.

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 7 |
| VALUE | 9 |
| PLAYABILITY | 9 |



Many eons ago, an advanced technologically oriented civilization was forced to evacuate the Earth prior to the Ice Age. Now, these Xevious people are returning to reclaim their heritage through conquest.

From the controls of your Solvalu super spacecraft, you must defend the Earth from takeover by the Xevious invaders! Flying a search and destroy mission, you will cruise over the scrolling landscape, bombing Xevious ground entrenchments and zapping the air targets that come into range. Easy. But now look out for the flying mirrors — impossible to destroy; a collision will spell certain death!

In the event of your surviving wave after wave of enemy onslaught you will encounter the controlling force of the Xevious offensive; the Andor Genesis Mother Ship! This is your goal. A direct hit to her central reactor will disable her, but do not be lulled into a false sense of security. Xevious forces will soon re-appear to renew their attacks with increased determination!

**Another classic Atari coin-op hits the 64!** ZZAP 64







**ATARI**

| | | |
|---|---|---|
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THANATOS
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software getting harder . . .



▲ *Melbourne House's new adventure game KWAH!*

► MACHINE: SPECTRUM
► SUPPLIER: MELBOURNE HOUSE
► PRICE: £7.95
► REVIEWER: TIM

# KWAH!

Yes, he's back. The one and only Redhawk — the world's first computer generated superhero. This time he finds himself up against a mysterious and inscrutable oriental called Dr Lee who apparently holds the secrets to Redhawk's origin.

Dr Lee is up to no good in the Lee Rest and Rehabilitation Centre, where Redhawk's alter ego Kevin — Kevin? Is that really any sort of name for a superhero? — remembers spending some time in the dim and distant past.

Kevin/Redhawk is anxious to learn more about his past so he heads for the Lee Centre — and this is where you, dear reader, come into the picture.

Talking of pictures — you'll recognise the screen layout from the previous Redhawk game. There are three picture panels at the top of the screen which either show your last three "moves" or scroll around automatically if something you've done has triggered a chain reaction. It really is like reading a comic book. Speech bubbles appear from the characters and boxes containing info or prompts also turn up.

Below the pictures you'll see your inputs in a message window. There's also a little compass showing exits from your location, and a couple of energy bar graphs.

Along the bottom of the screen are words which relate to the top row of Spectrum keys. Using these you can control the neat one key input which saves a lot of typing much used words like examine or GET. You use these keys to control Kevin's tape recorder — make it record, play, stop etc. More about this later.

There's also a RECALL key which enables you to quit the game at any point and get back to the beginning. Remember to press the symbol shift key before you try to use the one key input technique, otherwise it won't work.

You can also STORE the game at any stage. Do this regularly as you play and hitting the RECALL button will take you back to our last move. Useful!

The game starts with Redhawk dropping out of the sky and landing outside the Lee Centre. For a while you'll fiddle about trying to move — which you won't be able to. Redhawk can't even fly because some thing is keeping him well and truly grounded.

After a while it might strike you to say KWAH! and change to Kevin. Don't try typing this in without using the single key technique otherwise the computer will just look puzzled and the game freezes up until you hit the space bar.




This is one of the game's less entertaining features. If you key in something the parser doesn't like the game locks up. Can get a wee bit irritating this!

Anyway, as Kevin, you find you've got a press pass and a tape recorder. Show the press pass to the security camera and the gates to the centre open and you're off and running.

Inside the centre you'll meet Dr Lee and you can use your best investigative interview techniques to get him to reveal secrets about the centre which you'll need later on.

But mention anything about superheroes or Redhawk and as quick as it takes Lee to nip out and release a cloud of gas into the room you'll find yourself gagged and bound inside a padded cell.

Shades of *Hulk* here as adventurers everywhere will know all too well. But if you've used your trusty tape machine to record a certain useful word you'll be laughing 'cos stupid old Dr Lee has forgotten to take the tape machine away from you. Thought this guy was supposed to be an evil mastermind?

By the way, you can use the tape to record useful conversations as well, giving you the ability to keep clues about your person.

Once you've escaped the padded cell with the aid of some magic plastic you're free to explore Lee's centre, discover a young, fellow super-person, find out more about your origin AND save the world from Dr Lee by bringing him to justice. All in a day's work for your average superhero.

The youngster you find in another cell is a result of one of Dr Lee's experiments. Like Kevin/Redhawk this little chap has the ability to change into a superbeing. But he seems to be a bit odd as he keeps shouting things like: "I am green, I am green!" Which might mean he's concerned about conservation and trees — but I doubt it somehow.

The centre is inhabited by guards which Redhawk can knock out. But always remember to hide the body!

Like the original game, *KWAH!* is a hybrid adventure. Purists who hate graphics won't like it. Arcade adventurers probably won't understand it. And out and out zappers won't want to even contemplate coming near it. But they should ALL try it.

*KWAH!* is an excellent and original game which everyone should at least have a look at.

Redhawk fans will rush out and grab it as soon as it hits the shelves. Comic book fans will be close behind.

Bored with other mild mannered adventure games? Then don't say BLAH!, or NYAAH!, say KWAH!

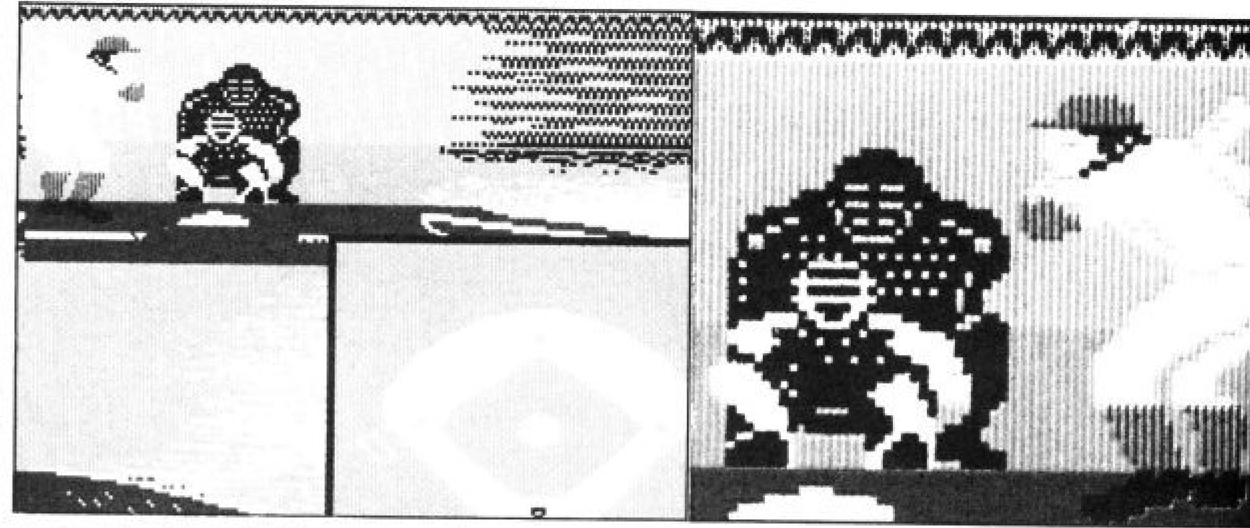
| | | |
|---|---|---|
| ► GRAPHICS | C+VG HIT! | 8 |
| ► SOUND | | n/a |
| ► VALUE | | 9 |
| ► PLAYABILITY | | 9 |






C+VG REVIEWS 17

# HARDBALL


▲ *Yes, it really is the Spectrum version.*

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: ADVANCE
- ▶ PRICE: £7.95
- ▶ REVIEWER: TIM

Is this a Spectrum? That's what I said when I first saw the amazing graphics in this new conversion of Accolade's brilliant baseball game. Apart from a few colour changes the screen display looks a lot like the 64 original. Incredible, but true — just look at the screen shots.

*Hardball* is the computer version of America's favourite game — baseball. It's a game where the word strike doesn't mean all the players have walked off the field and formed a picket line. It's also a game which — like American football — has some complex rules.

Like all simulations this isn't an arcade game. It's a mixture of strategy and action so you'll have to be prepared to do a bit of thinking if you want to get to grips with it.

Basically you play the part of a team manager, selecting your team, working out your game plan and making on the spot decisions on pitchers and batters if things start going wrong!

Four screens appear during *Hardball*. You kick off with the manager's decision screen, a sort of menu in which you set up your team and check out the opposition's strength.

Then there's the graphic representation of the batter/pitcher screens and two others whch show left field and right field. Here you set up your fielding positions if your team isn't batting.

Batting and pitching are controlled by a series of options which appear at the top of the screen and which are selected by using the joystick or keyboard.

For example, if your team is pitching, you can tell your pitcher to throw a fastball, a screwball or a sinker! Just watch the action and you'll soon get to grips with it.

The same menu system applies to batting — and if you decide to play with a friend you'll have to ask them not to watch while you make your choices!

The basic idea of the game is to score more runs than the opposition. There are several ways to achieve this — but the most satisfying is to hit a home run. The batsman blasts the ball out of the park — or at least into the crowd! If you've ever played softball or rounders, you'll know the drill.

The "action" screens are well animated and it's just as hard to give the ball a good clout as it is in real life. But when you DO get it right. Wow!

You also have to be quick off the mark if you're fielding. Once the ball is hit the screen display switches to the field view where you have to control the fielders and return the ball as quickly as possible to the pitcher or throw to the bases if the opposition looks like scoring a run.

*Hardball* on the Spectrum has appeared just in time to coincide with *Channel 4*'s coverage of the World Series. So if you really want to know more about the game you should watch.

The game loads all in one go — so there's no fiddling about with the tape, surprising for such a complex program.

The game comes with a set of comprehensive instructions which MUST be studied before you begin to play.

*Hardball* won't be to everyone's tastes. It is a complex simulation of a sport unknown to most English games players. It takes a bit of time and trouble to get to grips with the rules and the layout of the game — but it's well worth it.

Sports fans won't find many simulations as slick and well put together as *Hardball* — especially on the Spectrum.

| | |
|---|---|
| ▶ GRAPHICS | 9 |
| ▶ SOUND | 7 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 8 |

C+VG HIT!

# PSYCASTRIA

- ▶ MACHINE: BBC
- ▶ SUPPLIER: AUDIOGENIC
- ▶ PRICE: £7.95 tape, £11.95 disk
- ▶ REVIEWER: NICKY

The *Psycastirans* are a race of bad lots. Like all aliens, they're bent on conquering earth, and to that end they've been 'psycastrating' themselves into the bodies of world leaders with the aim of causing havoc.

But fear not, Commander Ronald Boggleswick (Boggles to you) is coming to the rescue. In his flexible fighter he zeroes in on the Psycastrian installations on land, at sea, on the moon and in space, out to destroy the energy pods that keep them running. Thereby saving Earth . . .

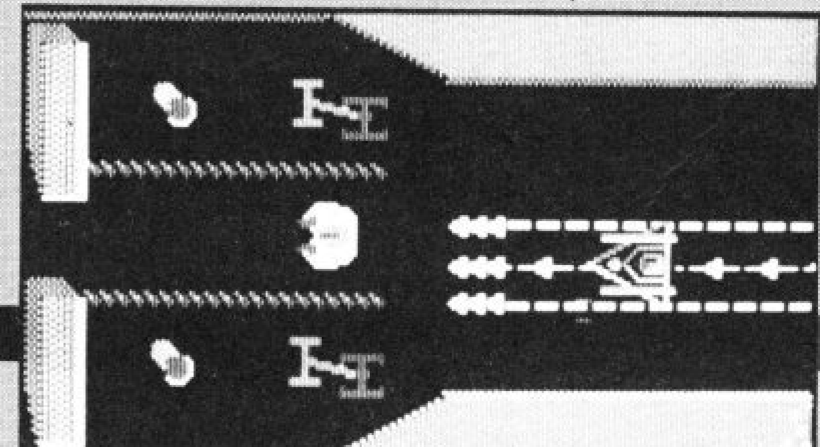
Sound vaguely familiar? Like the publicity blurb says, this is the return of the shoot-'em-up. Did it ever go away? You, as Boggles, must manoeuvre along the surface of the installations, avoiding high-rise buildings and enemy craft, blasting the circular pods with your astro-cannons.

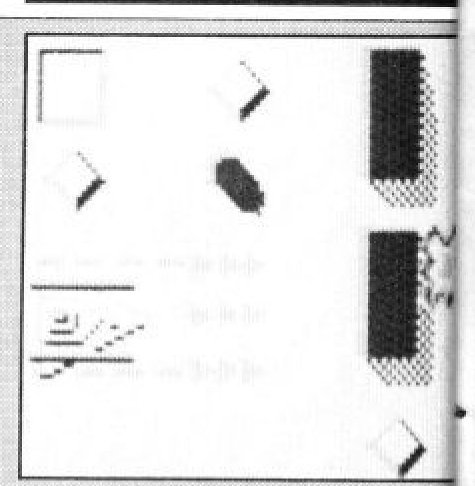
The screen scrolls smoothly from the right, and the graphics are clean if rather difficult to distinguish.

I splatted myself against several buildings simply because I didn't recognise them as buildings in time! But, fortunately for the future of Earth, you get accustomed.

It's hot on speed, nerves and reflexes, and very slick. There's a joystick option and up to four players can have a go. (Four Boggles?! The mind, well . . . boggles).

Arcade addicts mourning the good old days, when aliens were there to be zapped and there was none of this cryptic adventure nonsense, will clasp *Psycastria* to their chests and weep with joy.




▲ *Saving earth yet again . . !*

| | |
|---|---|
| ▶ GRAPHICS | 8 |
| ▶ SOUND | 6 |
| ▶ VALUE | 6 |
| ▶ PLAYABILITY | 8 |

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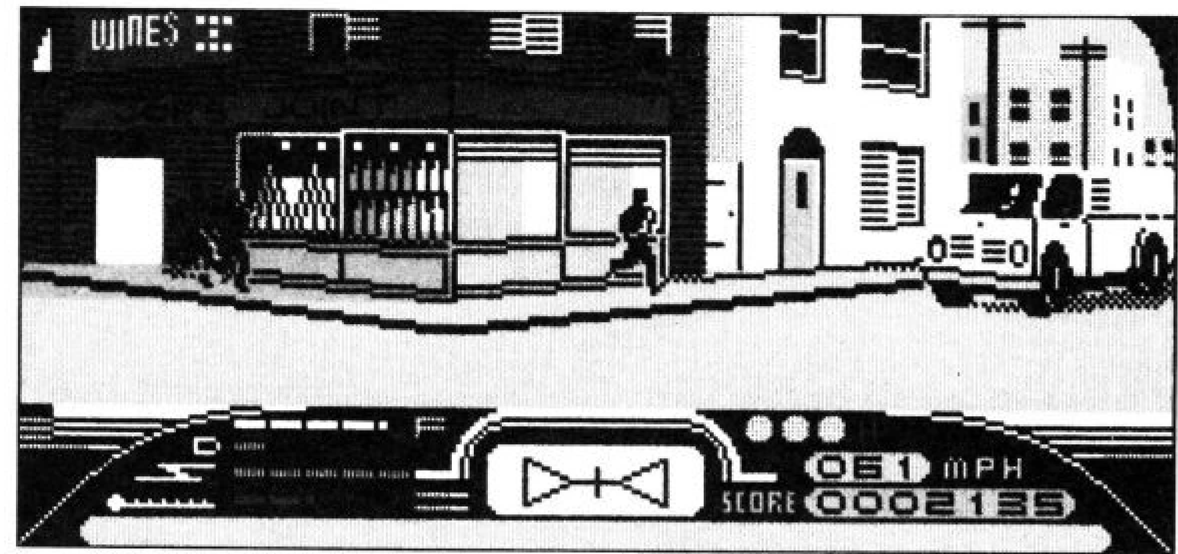
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▲ *Blast those baddies as they make a run for the getaway truck!*

# STREET HAWK

- ▶ MACHINES: SPECTRUM/AMSTRAD
- ▶ SUPPLIER: OCEAN
- ▶ PRICE: £7.95 (SPEC), £8.95 (AMS)
- ▶ VERSIONS TESTED: SPEC/AMS
- ▶ REVIEWER: TIM

Well, was it worth waiting for? 'Fraid not. You've seen this game before in several different quises — *Spy Hunter*, *Stainless Steel* etc, etc . . .

Both versions look pretty — but they are so SLOW. The Spectrum being the worst culprit.

Basically the game comes in two bits. There's the *Spyhunter* bit in which you guide Jesse Mach and his supersonic bike through rush hour traffic in search of villains.

He must zap the cars with the baddies in — but must avoid killing off innocent bystanders in their VW beetles. If you accidentally on purpose wipe out too many law abiding citizens the cops will be after you. Then there's the Gunfight section — like old Wild West arcade games.

Now if you reckon that this combination is state of the art for 1986 then where have you been for the last five years?

Controlling the superbike is fairly easy but it does have an annoying habit of doing wheelies when you don't want it to. I thought you had to have a machine that accelerated pretty fast to be able to do this anyway. And fast this isn't.

You can also "damage" the machine by bumping into kerbs cars and lorries. Inflict too many dents and it simply stops — where ever you are it just stops dead and you have to wait while a little message scrolls across before you can get things going again. If you really want to get things going again . . .

You can identify the baddies on the Spectrum version as they drive a hatchback and fire at you. On the Amstrad the baddies' cars can be any colour, except red or green.

Messages appear at the bottom of the screen telling you what to do — or if the police are chasing you.

After a couple of minutes zapping through the traffic a message will flash up telling you that a robbery is taking place up ahead. Your bike slows down and the screen display changes to the shoot out screen in which you simply have to zap the robbers as they emerge from the building they've been robbing.

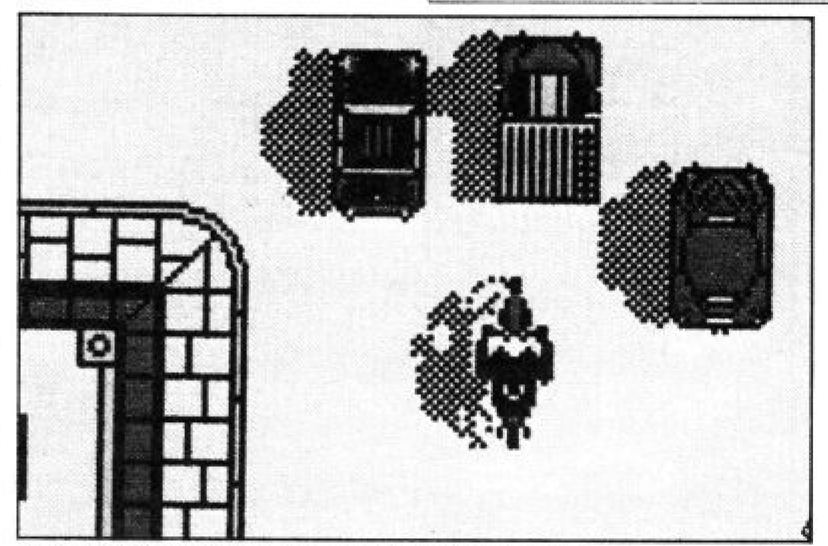
You simply move a cross-hair sight around the screen and hit the fire button. On the Amstrad version the robbers shoot back.

This bit on the Spectrum is amazingly easy, and very boring. Then it's back on the road again for another round of the same sort of stuff.

I doubt if even the most fanatical *Street Hawk* fan will find much to recommend this game. After such a long wait the end result is predictable and awesomely average.

*Street Hawk* would make a good budget release — but as a full price offering it just doesn't make it.

| | |
|---|---|
| ▶ GRAPHICS | 7 |
| ▶ SOUND | 5 |
| ▶ VALUE | 4 |
| ▶ PLAYABILITY | 5 |



▲ *Amstrad: Our hero gets caught up in traffic and there's a baddie hiding behind the lorry. Yawn . . .*

# KNIGHT RIDER

- ▶ MACHINES: SPECTRUM/AMSTRAD
- ▶ SUPPLIER: OCEAN
- ▶ PRICE: £7.95
- ▶ VERSION TESTED: AMSTRAD
- ▶ REVIEWER: TIM

There are two parts to this alleged game. Neither are very good. Ocean has a real cheek asking full price for something which C+VG would hammer even if it was a budget offering.

It's a shame, as Michael Knight and his computerised supercar KITT are terrific subjects for a game — but this effort is just awful.

It looks as if someone has dug deep into their file of ZX81 games and dug out an old driving game. The graphics are extremely basic and uninteresting — as is the game itself.

If you're interested the first part of the game is simple driving simulation. You can either drive KITT or control the laser to shoot down "helicopters".

Part two comes when you reach your destination and you see the interior of an "operations" room in which some international terrorists are plotting to start world war three. You get a *Gauntlet/Parallax* style view of the room and a message from KITT telegraphs along at the bottom of the screen telling Michael what to do.

I tried hard to find something nice to say about the game — after all we've all been waiting a L-O-N-G time for it to arrive. But I'm afraid I couldn't find any redeeming features.

Don't waste your money on this — if you want to see it, go along to your local computer store and have a few laughs.

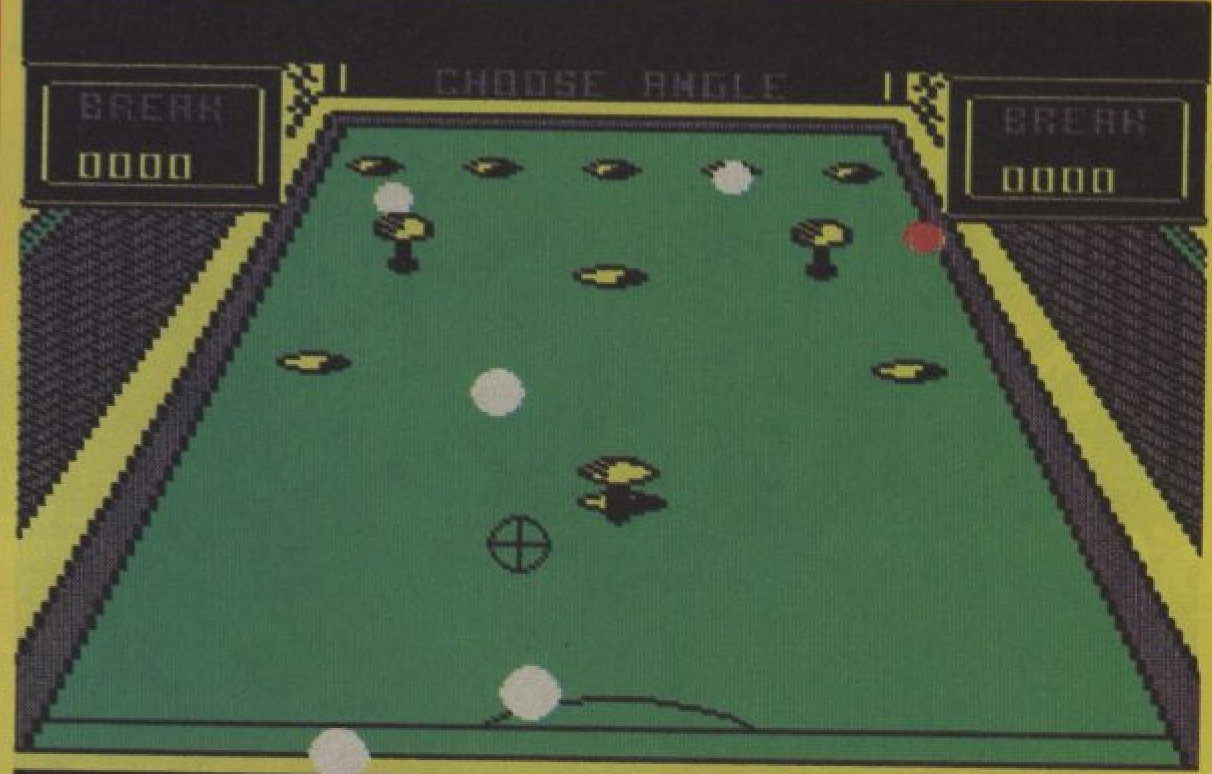
| | |
|---|---|
| ▶ GRAPHICS | 3 |
| ▶ SOUND | 3 |
| ▶ VALUE | 0 |
| ▶ PLAYABILITY | 0 |



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# PUB GAMES




- ▶ MACHINE: SPECTRUM/64
- ▶ SUPPLIER: ALLIGATA
- ▶ PRICE: £9.95
- ▶ VERSIONS REVIEWED: SPECTRUM/64
- ▶ REVIEWER: TIM

At last it can be revealed! The venue for the 1992 Olympics isn't going to be Birmingham, London or even Edinburgh. The major sporting event of the decade is going to be held in the *Dog and Nightgown*, near Nether Wallop. And you can forget all this Decathlon business – all the participants will be playing skittles, darts, dominoes and the odd game of cards.

OK, maybe not. But you can take part in the pub Olympics thanks to Alligata. All the games you used to play before they put a Space Invaders machine where the Bar Billiards table used to be. Ironic 'aint it? Here you are playing games on computer that have been pushed out of pubs by video-games.

You get seven games in the package – darts, dominoes, poker, pontoon, skittles, table football (my favourite) and good old bar billiards.

Graphics vary considerably in style and design from version to version as does the screen layout – but both packages have similar playability.

The 64 version has a neat multi-load on tape. You can choose to play all the events in sequence or practice one at a time. The program prompts you once the menu has loaded and if you pick just one event the tape winds on to the correct place and a further prompt appears.

The Spectrum version simply skips code you don't want to load in – so it's a good idea to make notes of the tape counter readings unless you want to wait around for ages.

For my money the "action" games like football, skittles and darts are the best. The program plays a good hand of Poker and Pontoon but cards on computer just aren't the same as the real thing, are they? Dominoes is good – especially on the 64. It's a much neglected game and fun to play. Playing on the computer means you don't have to bother about shuffling all the bits up after a game or worry about losing them under the table!

The Spectrum version of Darts wins out over the 64



simply because of the extras it has on screen. Extras like a little window which tells you what you need to score to win, a running score for each player and a nice graphic representation of a darts player in one of those silly shirts they all wear.

Both versions of the game have the irritating "hit wire" feature which takes an age to finish and disrupts the game more than when it happens in real life.

64 versions of skittles – which looks more like ten-pin bowling to me – and bar billiards have forced perspective "3D" graphics while the Spectrum has plan views of both.

Table football is the best of the collection to my mind – it's fast and addictive. Like the real thing – except you can't really perform those flashy flicks of the wrist on a joystick . . .

Bar Billiards is fun on both machines – and if you enjoy this on computer you should try the proper game. Better than pool in my book.

Skittles is quite challenging but the controls are a bit tricky to master at first on the 64 version.

Overall a value for money package from Alligata – a good one to find in your Christmas stocking. The lastability of some of the games included could be a bit suspect. But the mixture of these old classics on one user-friendly tape is an intoxicating cocktail.

| | 64 | Spec |
|---|---|---|
| ▶ GRAPHICS | 7 | 7 |
| ▶ SOUND | 7 | 7 |
| ▶ VALUE | 8 | 8 |
| ▶ PLAYABILITY | 8 | 8 |

- MACHINE: SPECTRUM
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: TIM

# OLLI & LISA

Hoots Mon! There's a ghost loose about this hoose! Could this be the world's first Scottish game? Who knows — but it's certainly a budget game that thinks it's full-price.

*Olli & Lisa* set out to help Sir Humphrey, resident ghost in the Shilmore Castle somewhere in the Highlands. This ancient pile is threatened with being shipped stone by stone to the US of A by mega millionaire Eugene Portcullis.

Sir Humph isn't too keen on the idea and enlists Olli and Lisa's help in getting together the ingredients which will make him invisible and therefore more scary. Those Americans have seen so many monster movies with amazingly horrible special effects that they wouldn't be scared by an ordinary old ghost like Humph — or so he reckons.

So he sets old Olli the task of collecting the ingredients for his invisibility brew which are hidden around the castle and protected by the other little gremlins and nasties which inhabit the old pile. Lisa gets to stay by the cauldron and stir the mixture.

There are eight ingredients to collect — and you can only move onto a new screen once the particular ingredient you're after has been collected.

Humph will tell you what to find to put in the cauldron on screen one in his little speech bubble.

If Olli manages to collect an ingredient he gets a big kiss from Lisa — shown in a nicely animated interlude screen.

There's a time limit for each task and if you eventually run out of time and lives another neat animated screen comes up which shows Sir Humphrey's ghostly form approaching Olli and battering him with a broom!

Ollie has to explore the entire castle inside and out for the things he has to get — but he must always bring them back to the cauldron room where Lisa is stirring the brew.

Game play is basic platforms and ladders jumping over nasties — but the nice graphics




and humorous little touches make this a really terrific game to play.

Olli and Lisa — and old Sir Humphrey are such nice characters I reckon we could be seeing a few sequels to this brilliant budget game. If not — why not?!

*Olli & Lisa* is an entertaining and very attractive game. Great value for money and instantly playable. One of the best budget games for ages.

| | |
|---|---|
| ▶ GRAPHICS | 9 |
| ▶ SOUND | 7 |
| ▶ VALUE | 10 |
| ▶ PLAYABILITY | 9 |

- MACHINE: SPECTRUM
- SUPPLIER: MIRRORSOFT
- PRICE: £7.95
- REVIEWER: TIM

# ZYTHUM

Who said shoot 'em ups had to have space ships and aliens? How about wizards and demons for a change? If you reckon you could go for that sort of think then check out *Zythum* — a mixture of fantasy and zapping.

The packaging leads you to think that this is yet another arcade adventure — but this couldn't be further from the truth. There are arcade adventurish bits — but this is more of a shoot 'em up than anything else. And a pretty good one at that.

You take the part of a wizard on a quest across four hostile lands searching for a magical drink called Zythum which refreshes the wizards other potions cannot reach.

You will come across swamps and springy bits of grass as you move horizontally across the screen. Swamps slow you down while springy turf makes you jump — even if you don't want to.

Demons come at you from all sides, but fortunately you have a staff whch fires energy bolts and a limited supply of light bombs which zap everything in your immediate vicinity.

You get just eight minutes to cross each land. If you fall you lose one of your three lives.

The main part of the screen display shows your wizard's immediate surroundings. The graphics aren't bad and have an original look about them.

Other displays show the number of light bombs you have, your score and message windows which flash if you collect an object which enables you to levitate, become invisible and have invunerability.

These powers only last for a short time. And if you die the object doesn't appear again on that level until you restart the game.

Objects to watch for are spare light bombs, crosses which give you invulnerability, money bags and treasure chests for bonus







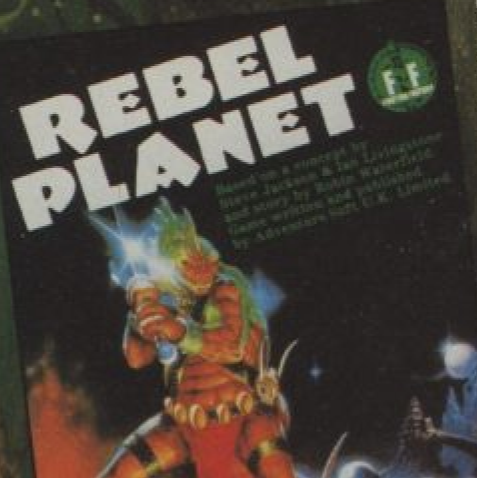
points, and a chalice which enables you to levitate for a short time.

*Zythum* is pretty easy to get into and fun to play. Not a mega game by any means but a different twist in the current shoot 'em up trend.

| | |
|---|---|
| ▶ GRAPHICS | 7 |
| ▶ SOUND | 7 |
| ▶ VALUE | 7 |
| ▶ PLAYABILITY | 8 |

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# ADVENTURE NEWS



**Once again we had a busy week on the Adventure Helpline stand at the PCW Show. Joining me were Paul Coppins, Adrian Bott and Daniel Gilbert, and it was nice to meet so many readers, many of whose names were familiar through the Helpline mail.**

**Of course, there was no escaping the annual visit of The Fiend. His latest missive, arriving too late for last issue, describes how he moved within shot as I was about to take a photo of the stand, just so as to get in the picture! But I changed position to get a clear view. He claims to have been within three feet of Daniel, Adrian, and myself, looking a picture of pure innocence, as I opened the traditional gift. Daniel and Adrian were open-mouthed as they read the legend on the package — they had thought The Fiend was a figment of my imagination, dreamed up to enliven the column. Oh that he were! What terror he inflicts on us in the Penthouse. We live under the perpetual threat of demonic deeds, by an anonymous tormentor. Is there no adventurer in Faringdon, who can unmask this Fiend, and reveal his true identity? If you live in the area, watch your Spectrum-owning neighbours closely. Dog their footsteps as they head to the postbox. Put them on your list of possibles if Priory Court features on the address on the envelope!**

## ADVENTURE MAIL

● The t-shirt episode was a jolly wheeze, wasn't it? What made it even more pleasurable was that I knew that you knew that it was probably a fiendish plot, but you couldn't take the risk that it was a genuine offer, and had to grit your teeth and go along with it.

I notice, however, that you sent me a Big Red t-shirt, not your actual adventure shirt, so you have achieved some saving of face and earned a little respect, however grudgingly. The shirt is proving very useful for cleaning the windows. It is nice and soft and doesn't scratch the glass. I will wash the car with it when it gets really dirty.

Any road, of course I am going to the PCW Show. By all means put everyone on "Fiend Alert" it will make it all the more challenging. I will even tell you that I will be there on the Friday. Don't expect a tie this year, as you can't be trusted to look after one properly. No, this year I have something much more appropriate in mind!

Just think of it. You will be stood there on Friday chatting away merrily to hundreds of different people, and all the time you will be wondering if this one is the Fiend, or perhaps it is him smirking over there. And I will be stood chatting with a pleasant smile on my face, looking all innocent and pure, and inside I will be shrieking with demonic laughter.

*The Fiend,*
*Farringdon,*
*Oxfordshire.*

**Keith's Reply: Thanks for the mug. It will come in dead handy for getting the nasty bits out of the cat's litter tray. . .**

● For centuries man has been perplexed by the greatest question of all time – how on earth does Paul Coppins manage to solve an Infocom adventure before breakfast? Surely no mortal can solve one before teatime without cheating? However, I have come up with several interesting theories!

● By breakfast, Paul means breakfast tomorrow.

● Paul is pally with Brian Moriarty, Steve Meretzky, Dave Lebling etc.

● Paul has a secret Zil disassembler hidden away.

● Paul receives a pre-production Invisiclues package with each game.

● Paul doesn't cheat and is in fact a genius.

● Paul knows a secret command built into every Infocom game which causes the adventure to automatically solve itself.

● Paul wakes up very early in the morning.

● Paul's watch has stopped.

*Paul Exley,*
*Bury,*
*Lancs.*

***Keith's reply: Who said anything about Paul being mortal?***

● The other day I strolled into our local shop with a friend, and found a Central Solutions compilation tape all written with *The Quill* — ten adventures for a fiver. Seeing it was written with *The Quill* I was put off, not because it is a bad utility, but because for every good *Quilled* program there are at least five bad or mediocre ones.

There is no reason why a *Quilled* adventure shouldn't compete with other cassette adventures. A well thought out vocabulary of about 150 words is more than adequate, as long as it IS well thought out. After all, *Sorceror of Claymorgue Castle* contained only 95 verbs, and that is one of the best adventures ever.

Delta 4's games and *Tower Of Despair* apart, there are precious other good *Quilled* adventures about.

*Paul Gilbert,*
*Hucknall,*
*Nottingham.*

**Keith's reply: Ah, but the number's growing! How about *Very Big Cave*, and *Dracula* for example?**

● All the American disk adventures that are being released in the UK have been over here for years! **Asylum** (C64) has had me troubled for the last two years, and **Buckaroo Banzai** for a year and a half!

You should see the amazing specials here, on Infocom games. **Zorks** 1, 2, and 3, **Deadline Suspended,** plus **Typing Tutor,** all together for only $25 (£12).

*Michael Spiteri,*
*Seaford,*
*Australia*

***Keith's reply: Sounds worth emigrating for, Michael.***

## JOHN JONES AND LEVEL 9

**John Jones-Steele,** who originated **Abersoft,** and wrote **Collossal Adventure** for the ZX81 under that label, went on to convert it as **Classic Adventure** for **Melbourne House. Mordon's Guest** was his next game, programmed for co-authors **Peter Moreland** and **Peter Donne.**

John recently gave up his job as a programmer at The University College of Wales, to become a full-time programmer for **Level 9.**

Meanwhile, Level 9 are increasingly finding the journey to London, one which they frequently have to make, to be inconvenient and time wasting. They plan to move to Bracknell, where they have lined up a row of four adjacent houses – one for each of them, and one where work can be done, and programmers can be accommodated.

## ADVENTURE INTERNATIONAL

Rumour has it that **Scott Adams** is starting up a new company, following the failure of **Adventure International** in the USA. A new license for the **Questprobe Adventures** is being signed with **Marvel Comics,** to allow Scott to continue with the series.

Meanwhile, little has been heard of **Q4,** which promises to be based on **X-Men,** due, no doubt, to the problems which led to the demise of AI.

## SILICON FOR RAINBIRD

Following the **Jewels Of Darkness** trilogy, **Rainbird** plan to release another batch of **Level 9** games — **The Silicon Trilogy.** Consisting of **Snowball, Return To Eden,** and **Worm In Paradise,** the original games will be given the full updating treatment with **Level 9's** latest adventure system.

## HELP FROM ROBICO

Not easy adventures, **Rick Hanson,** and **Project Thesius,** from **Robico,** are both good quality text adventures, currently being enjoyed by BBC owners.

Robico are now offering separate help sheets for each game. To obtain one, return your old help cards with a stamped, self-addressed envelope.




# HELPLINE

## PROBLEMS A' PLENTY

This month sees a spate of BBC problems. First, we kick off with an oldie, in the shape of *Old Father Time.* **Tim Matthews** of Bollington, is struggling to open the chest.

Moving on to adventures from Robico, those specialists in not-so-easy BBC adventures, we come across **Chris Cranston** of Maidstone, playing *Enthar Seven.* He can't get into the shed, get past the Yarrye mountains, or disable the security camera. And he sees no point, so far, in the man singing in the caves. Do you?

"How do you get down the bank of freshly fallen snow, without falling and dying?" asks **Mike Thomas** of Caerphilly, who is playing *Rick Hanson.*

Hang on for a minute, Robico fans – there's more! A manhole on dusty ground is defeating **Huw Howells** of Llanidloes. He can't open it, and this time the game's *Project Thesius.*

Now here's a game that started life on a Beeb, and became widely popular and very long lived, through its conversions. Who can help **Timothy Riddick** of Kineton, to get through a crack in *Twin Kingdom Valley?* I haven't come across one myself, let alone squeezed through. If you've found the crack, and are skinny enough to get through, let us know!

This month's Jackpot goes to **Mike Stevenson,** who managed to stump the Helpline on all four games for which he requested help.

*Madcap Manor* has a seemingly useless squirrel; *Manor of Doom* has a landing with an unreachable hatch; *Operation Turtle* has a difficult code and an inoperable radio; and *Commando* has Mike stuck on a beach with infuriating messages that he can't go anywhere! The first letter with the answer to all five of these problems, earns its sender a t-shirt!

**Philip May** of Cardiff, playing *Fantastic Four*, tried to get Thing out of the tarpit, using some tips printed in *Crash,* he says. They didn't work! Serves you right, Philip, you should read a decent magazine. Try the one in the C+VG clues section this month – a GUARANTEED exit from the tarpit!

Here's some *Ultima 3* advice from **Tim Hammonds,** from **Torsten Meyer** of Gelsenkirchen-horst: "In order to increase thy characteristic attributes, thou must pray at the shrines which stand in Ambrosia, a long forgotten land.

"To reach Ambrosia, thou must be blessed with the four mightly marks which can be received by touching the hot red circles of lava in the deepest hell. Then steer thy ship straight into the heart of a whirlwind . . ."

But Torsten is troubled, too. His party is stuck in the sixth level of the great Styan Abyss. Is there any strong fighter, or mighty spellcaster, who can lead him to the seventh?

So you're not up to fighting, nor into spellcasting? Perhaps you're the type who lounges around on beaches, trying to impress the girls by looking muscular? If so, **Robert Saunders** of Canvey Island, calls on you to do a spot of life-saving. He drowns in *See Ka of Assiah* whenever he tries to surface whilst carrying the Casket of Vibra.

*The Boggit* is a game that is immensely popular, generating plenty of questions. Most people seem to get stuck on three problems. How to get out of the first location. How to get past the trolls. How to escape the dungeon. Look for help with the first two in the clues section! Anyone got out of the dungeon yet?! Please . . .

I got more than I bargained for from **Brian Hobson** of Huddersfield, who, reading that I hadn't heard of The City of Ehdollah, in October's C+VG, sent me his (original) copy of the game.

"Please don't send it back to me, I've been trying to get rid of it for long enough. Personally I didn't like the game, and never ever finished it . . ." wrote Brian.

Well, after that recommendation I feel like Ed Lines – 'Thanks, but no thanks!' Meanwhile Brian is pressing ahead, ahead of me with *Aftershock*, and is wondering how to oil the sluice gate mechanism?

A warning now from **Jeffrey Moore** of Grieheim in West Germany, about *See Ka of Assiah.* His 64 tape crashes on loading part two, and so does his friend's. Does anyone have a part 2 that works?

Finally, how do you get by the Junkie with the petrol bomb, in *Mafia Contract,* asks a slightly singed **Luke Gordon** of Wath-on-Dearne.

## PAUL TAKES OFF

If there was ever an expert in solving adventures in no time flat it's **Paul Coppins.** Paul has an uncanny knack of worrying away at a problem until it is overcome. And he not only reckons to complete a game before reviewing it, he completes many others, for relaxation and enjoyment.

But Paul will do more than that – he often gets quite indignant about a game in which he has found a bug that no-one else has come across – not the thousands of players, nor the author himself.

A recent find was an obscure logical flaw in *Seas of Blood.* But don't worry about it, the chances are you will never hit it yourself!

Paul has been writing adventure reviews, and answering Helpline problems for three years now, and a terrific job he has made of it, too! Rarely stuck for an answer, his enthusiasm for his subject has led him to become a real expert.

Now Paul has been invited to join *Rainbird Software* as an adventure tester – and I can't think of anyone better! So he leaves his job as Warehouse Manager of a popular firm of men's outfitters in Essex, to work in the Big city.

Will he be giving up his traditional bacon sandwiches, in favour of the more trendy tuna and cucumber variety? Will he go to work in a pin-stripe, with matching brolly? Only time will tell!

Now he has a vested interest, it would hardly be fair for Paul to write adventure reviews, so you won't be seeing any more Coppins-type ratings! But we aren't letting him get clean away!

Paul WILL remain a member of the Helpline team, and concentrate on cracking the games, and replying to your problem letters. Well done Paul, and good luck in your new job!

## NEW HELPLINE LINE-UP

With no Jim and only half a Paul, will the Helpline fall apart? Don't you believe it!

Will you please welcome **Daniel Gilbert** and **Adrian Bott,** two schoolmates from Sussex. Daniel and Adrian not only write Play To Win for *Commodore User* magazine, but help with the CU Helpline, as well as writing adventure reviews.

Daniel and Adrian joined Paul and myself on the C+VG Adventure Helpline stand at the PCW Show recently, and showed their mettle in answering hundreds of adventure problems face-to-face with the mighty adventure-playing public.

Their involvement with *Commodore User* came about as a result of them winning a C+VG competition, so they are, first and foremost, C+VG readers.

Daniel is currently studying for his A-levels, whilst Adrian has left school for University in Manchester. They work as a team in cracking games and answering letters, and will continue to do so – at a distance!

So, if you write to the C+VG Adventure Helpline, (and we hope you do!), here are the people who may be signing your reply postcard:

- Steve Donoghue, from Sunderland
- Paul Coppins, from Essex
- Daniel Gilbert and Adrian Bott, from Sussex
- Keith Campbell, IDEAS, Central penthouse!

## EUREKA! WHO'S THIS . . . ?

A new adventure reviewer joins the team. It's **Matthew Woodley**, from Middlesex. If you think you recognise the name you're right. Matthew is the adventurer who solved Damark's *Eureka!* game and claimed the £25,000 prize! We thought that made him a number one choice when it came to revamping the writing team.

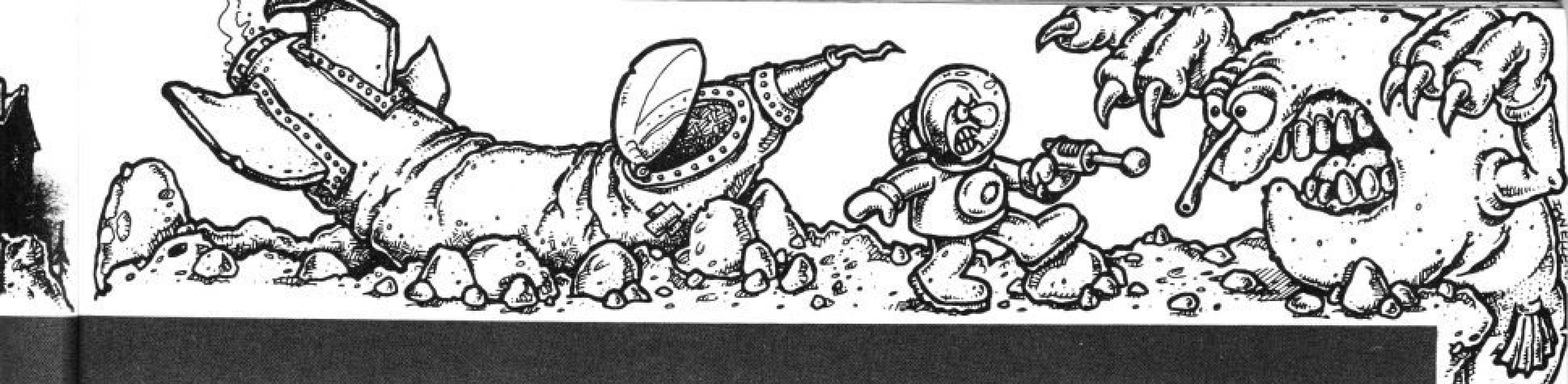
Matthew's first review appears in this issue. Oh, by the way, Matthew – the *Perrier* is on you!

## LUCKY JIM

Regular readers will be familiar with the name of **Jim Douglas,** the *Perrier*-drinking adventure reader who joined the Helpline team some eighteen months ago. Well Jim managed to get a permanent position at C+VG, with help and encouragement from the editor, Tim Metcalfe.

Writing reviews and features on a freelance basis, as well as continuing his adventure work, Jim has been a permanent fixture in the C+VG offices for some months.

But all that is changing, as Jim has gone up in the world! He is now Staff Writer on *Sinclair User* magazine. So Jim must leave the hallowed pages of C+VG, and the



Adventure Helpline. Well, we wouldn't want all our secrets falling into the hands of Gordo Greatbelly, now, would we? He'd have them translated into medieval in no time!

## CHEAT'S CORNER

**Paul Stapley** of Whitby has ways of cheating *Quilled* games on the 64! Here's how to do it:

Fill the input buffer up by typing in a character until it is full. Press RETURN, and for your next commands type TEXT, followed by LOOK.

Wonderful, isn't it! All the objects in the game you're ever likely to come across! But the game will never be quite the same again, and you'll have to reload.

Paul discovered this in *Very Big Cave*, and *Seabase Delta*. But it doesn't work in *Boggit*, I discovered. Has Uncle Fergus got it right, or does the *Quill* need another Patch . . . ?

On C64 *Kentilla*, you can get some objects fast, according to **Jeffrey Moore** of West Germany. By entering the waterfall and then typing LEAVE WATERFALL, you should find yourself in Ogeron's house, with a lot of objects. Tell Elva to take them all, leave by the north, and you'll get no trouble from the gargoyle or fire demons.

## ADVENTURER OF THE YEAR

The great competition to find the **C+VG Adventurer of the Year** is now well and truly closed, and the entries have come rolling in. The answers to all the questions will be given in the next issue, when the names of the ten semi-finalists are announced.

Meanwhile, **John McCann** of Lisburn, has been agonising over some of the answers! "Name the odd word out, and why," has been bugging him.

"It seems to me that to find the odd one out you'll have had to play an awful lot of adventures, to find the word that is obviously not a magic one. But then again, you are looking for that sort of person." Exactly, John!

At the time he wrote, John had heard a rumour that Yoho was a spell in a game, and has crossed it off the list. Do that, by all means, John, but not for that reason!

## CLUES.

**HITCH HIKER'S GUIDE:**
Remove common sense from the maze, and show the door both tea, and no tea!

**KENTILLA:**
Don't get swamped – carry a dead Quarg!

**FANTASTIC FOUR:**
Breath and then hold it, about move 17, then wait until you lose that sinking feeling! Feel around, and clobber what you find!

**PUB QUEST:**
A slab through the shed will lighten your journey – refills in the sewer!

**BOGGIT:**
To leave the room, get the diary from the chest for the combination. EXAMINE LOCK and then type in the code.

**WARLORD:**
Urn needs headwear!

**SEE KA OF ASSIAH:**
Sliding the door leads the way across the lake, to the casket of Vibra.

**SEABASE DELTA:**
Enter 104 and 199 to launch the small missile. Swim to get the plank, which will act as a lever.

**ZZZZ:**
Raise the sign and your hand, then pay your fare.

**THE PAWN:**
The Guru might have something useful to say, if only he wasn't laughing at the sight of your wristband!!

**CASTLE BLACKSTAR:**
To delay explosion, use the flame resistant liquid from the kitchen.

**ENTHAR SEVEN:**
Carrying the decibox into the cave will not be considered batty!

**LEATHER GODDESSES:**
Extract machine parts from the scrap, and decode the remainder.

## ADVENTURE CHAT

The public seem to think adventure players are mad, says **John Ferris** of Coventry. But he is sure they are wrong, because, he says, the little blue dwarf in his cupboard keeps telling him he is perfectly sane.

Our Copping hasn't lost his marbles. The trouble with him is that – he knows too much! This is confirmed in a letter from **Paul Arendt**, of Guildford: "Since meeting Paul Coppins at the PCW Show, I have felt sure you guys could solve anything . . ." There's faith for you!

Here's someone who hates mis-spelling as much as I do! He doesn't like the game *McKensie* an awful lot, either! **Malcolm Harden** of Sheppey writes: "Do you have the slightest idea why it has the title *McKensie*? The game manages to embody all that I hate about adventures, and seems to have been written by a lobotomised chimpanzee. The spelling and the logic of the messages is atrocious. Take the final message – YOUR SPACESUIT STOPS YOU BEING DECOMPOSED," says Malcolm.

"Lack of oxygen and extreme cold is what kills people in space, decomposition occurs after someone is dead. The two cannot be connected. Anyway, how many people do you know who spell manoeuvre: MANOEVEOR?!"

Malcolm finished with a point to get all adventurers thinking. What three objects would you most like to have in your inventory at the start of any adventure game, without, of course, knowing the plot in advance?

I've told Malcolm my choice – why not write and tell me what you think you would find most useful?

## ADVENTURE CLUES

Help this month came from: David Moore; Phillip Briggs, Sutton-in-Ashfield; Gavin McNamara, Bristol; Tim Matthews, Bollington, and Charlie Sweeney, BFPO 36.

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Dominic

AND THE ART DIRECTOR SEEKS TO APPEND COGENT VISUAL SUPPORT . . .

MEMO
Olly
I'm having creative block this week. Use the packshot — it's got horses on it
Col.

MEMO
Olly
Why don't we shoot Eddie Grundy and Jack Woolley feeding a blown-up packshot to some sheep? Don't forget the Beeb wants us to say 'By arrangement with the BBC' somewhere.
Col.

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# TASS TIMES

**● Supplier: Activision**
**● Machines: C64, Amiga, Apple II, Macintosh, Atari ST, and IBM compatibles.**
**● Price: Varies**




Tonetown is where it's all happening. Get some bodystyle, jump into a Troppo, and flash your hooplets! Tass? I should think so! You're no Jonboi tourist — you've got ultra tone!

Off to Fast Freddie's for a GloBurger and Fizzie, before hot-footing it to Tonetown Party Night. Being the septmoonual time of year, Zaha and the Daglets will be in concert at the park, playing their latest hit, Tass, on the Zagtone. Enough to zap your cranium!

But it's not all fun in Tonetown, there's some serious work to be done. Gramps has disappeared from the lab in his winterised log cabin. Seems he went to sleep with the hoop on, and disappeared into another dimension. Left some notes about investigating the rip in space, something to do with anchovy pizza. So, in a bid to find him, through the hoop you go, too, following Spot, your faithful dog.




You emerge in a building site in Tonetown, owned by the fearsome Franklin Snarl, to find that Spot has undergone a radical change, and become Ennio, a canine reporter for the Tonetown Times.

All does not go smoothly on your arrival. Tourists are definitely NOT welcome, your appearance is, well, Jonboi-ish to say the least.

The locals, who are a pretty ultra bunch, snigger 'Stupid Tourist' behind your back. But tourist you are — why, I bet if you were to put a guitar-pick into the nearest float-fone, you'd only get a recorded message, when you really want to speak to someone on H728!

All the time you're giving yourself away like this, the local bigwig, Snarl himself, tracks you down with amazing regularity, and feeds you to the crocogators.

Just as well there is a QUICKSAVE feature for you will surely make good use of it, time and again, until you learn to become really tass, and have the ultra-touch.

**Tass Times** is certainly a different adventure. It was written by the team who wrote *Mindshadow*, and comes in the same format as *Borrowed Time*. That means you get a large graphics window top left, a text window below, pictorial inventory top right, and common command icons bottom right.

The vocab leaves a little to be desired, and although the parser accepts multi-word commands, it sometimes gives a screwy answer Like SPOT GO TO THE LAB resulting in YOU CAN'T SPOT THE LAB THE GO. Still, I suppose it's a screwy game, anyway!




Like *Borrowed Time*, many of the graphics are animated, and there is one superb sequence, with Spot jumping back and forth through the hoop in the lab. There also sound effects. The clock ticking in the first location will slowly drive you mad, whilst switch the hoop on, and you will get a very realistic power effect. But my favourite location has to be the open-air rock concert, where the tune is a real foot-tapper!

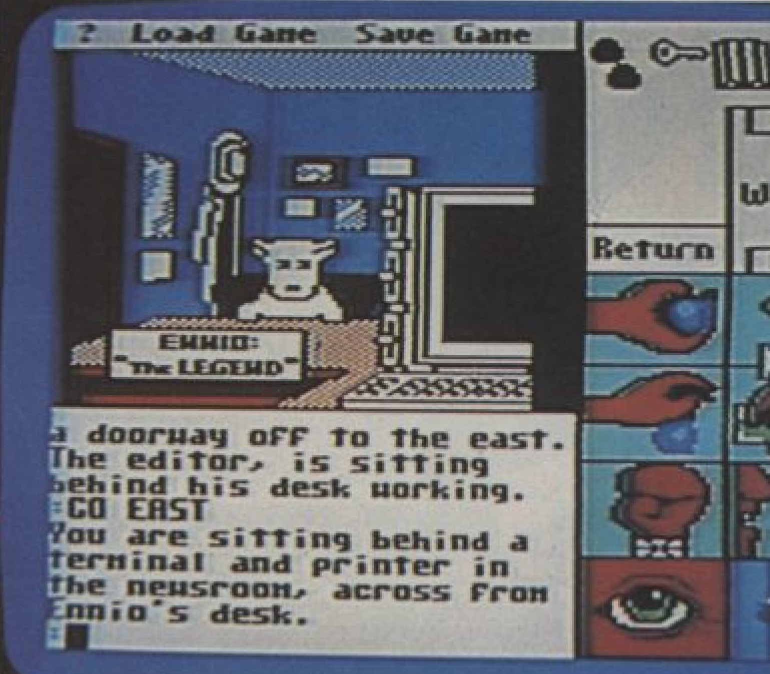
There are plenty of puzzles to solve, and a pretty dramatic moment, when you are just patting yourself on the back for having done a good job for the Tonetown Times editor. Quite inexplicably, everything goes wrong, and you get a real rocket. Just like life under Metcalfe, really!

The package comes complete with a four-page tabloid Tonetown Times, which contains clues and background information to the zany world in which you'll find yourself. I loved this adventure — I'm sure you will too! Go out and blue a few picks! Don't be a stupid tourist Get **Tass Times**, or I'll feed you to the Allidiles!

**Keith Campbell**

| | |
|---|---|
| ● Vocabulary | 7 |
| ● Atmosphere | 10 |
| ● Personal | 10 |
| ● Value | 9 |



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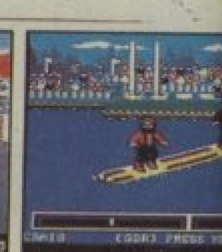
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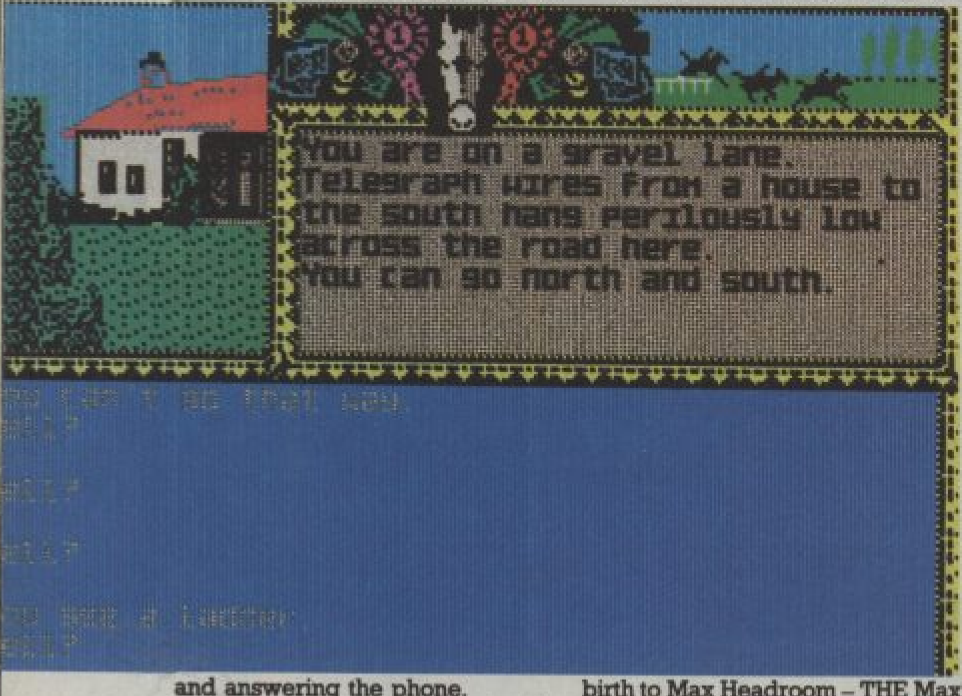
ADVENTURE

# TWICE SHY

**At enormous expense, and at great personal risk, Keith Campbell ventured into deepest Soho, to investigate The Ram Jam Corporation. He returned with a very strange story. With two pages to fill at short notice, we had no alternative but to print it. We don't believe a word of it – do YOU?**

Walk into the reception hall of the mighty Ram Jam Corporation's palatial office block, and you will think that you have entered a real-life adventure game. Cunningly disguised as a pub in Soho's Beak Street (there's even a sign, *'The Old Coffee Shop'*, hanging outside) it is not immediately apparent which of the hundred odd people swigging beer and munching tuna sandwiches is the receptionist.

He turns out to be dressed in a white shirt and dickie bow, and is obligingly serving drinks to the staff, between receiving visitors and answering the phone.




"I have an appointment with George," I explained, taking advantage of the facilities and ordering a pint and a round of tuna and cucumber.

"Awfully sorry, sir, I can't say I've seen George around today. £1.68 please," he replied helpfully, with the respect expected of a receptionist.

It wasn't long before Simon passed through to check out for lunch. Dickie Bow pointed him in my direction. Simon popped along to George's office, and dragged him downstairs.

He sat out in the magnificent Ram Jam patio, sipping cocktails and watching an articulated lorry. It had mistaken the narrow personnel portal of the Ram Jam building for a major highway, arriving in the patio to get stuck between the memorial fountain to Crowther and Wood, and the statue of Scott Adams. "What a clumsy way to deliver wheelbarrows," mused George.

George it was who had given birth to Max Headroom – THE Max Headroom you understand – and made a cool £100 billion out of his brainchild. Well, it's fairly rare even these days, for a man of George's slim build to give birth to an entity of Max's stature.

We weren't getting to the point. "What about *Carpathia?*" I asked, ever eager to please a software-hungry editor with a hot title.

George looked in alarm at Trevor, his bodyguard and chief programmer. Trev looked suddenly shifty. "Didn't bring it in today," he muttered into his Champagne shandy. I hinted strongly that I suspected this to be a ploy to keep the game from the greatest computer mag ever. Was this an attempt to sell the story to another magazine for a telephone-number figure, I demanded?

George spilled the beans. *Carpathia* is set in an infinite library. Pick up and read a book, and you'll be into the adventure. DROP BOOK and you've quit.

"There is a lot of interaction with the characters," explained George. "You'll come across the butler, of course, who is extremely tidy. If you leave things lying around, he'll get really upset.

"Then there's the Dodo's egg. If you hatch that out, you'll end up with a bird that devours soft furnishings. Can be a problem ..." smiled George.

He walked the 500 yard length of the patio, and mounted the stairs to the hub of the Ram Jam empire.

Trevor started untangling joysticks, disk drives, and monitor leads, from the empty coffee cups and overflowing ashtrays cluttering the opulent marble computer desk.

People walked in and out of the office, articulating expletives about Trev's latest piece of programming.

"Who's the boss around here, then?" I asked. "We have no boss. We only work with people we get on with," George explained.

"Trevor and I met in the Thai Restaurant in Soho. I'd had a great meal, and was just doing a runner when I found myself jammed in the doorway with him. Seems he had the same idea at the same time. We decided to set up Ram Jam over the washing up."

George and Trevor stared at me with a defiant smile. It was a story I couldn't challenge.

"As for Simon here, I first noticed him when he was standing on my hand in a pub."

That episode will appear in *Carpathia,* when the adventurer finds a trapdoor. Once through it, you will find yourself descending a long iron ladder. After a while, you begin to hear footsteps coming down behind you. The shaft is a dead end, and you get stuck at the bottom, in some pain, as you realise there is a foot standing on your hand.

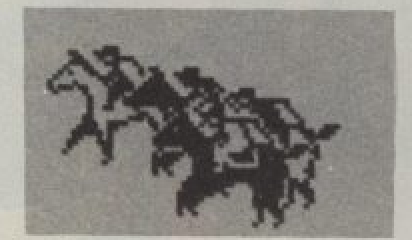
I was still unconvinced that things could run without some sort of management structure. At the back of every business there is at least one accountant, who, given half the chance, will take over and spoil everything.

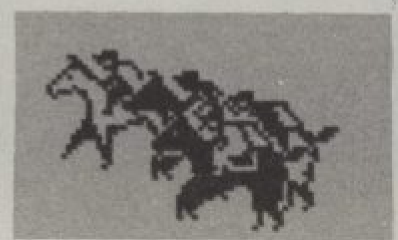
"Oh, yes!" exclaimed George, knowingly. "The sort who stultifies all creativity. We have a couple – Snavely and Weems – who we keep at arms length."

"It's quite amusing following them round *Marks and Spencers*," grinned Trevor. "Weems is very fussy about his clothes. He'll go to great lengths to get hold of a waistcoat that bulges between the buttons, like it has a frill. It's incredible how they make them such a perfect fit for him. He leaves a trail of tried-on clothes all around the store, taking each bit of a suit from a different set."

"And, of course, Snavely is into rolled umbrellas," mused George. "He feels at the mercy of the whole world without one, even if it is hot and sunny."









# EXCLUSIVE REVIEW

As they were enthusing about their latest project, an arcade game called *Gas That Badger*, to be released on the new Snibbo label. I asked if I could take some pictures, and have some full names.

"No names – we're not into personalities!" Simon became very definite.

"We can give you some press photos," offered George. I declined, pointing out that C+VG photos are specially taken and processed to allow for that essential ingredient which allows any picture to be placed over any caption, without the reader noticing the difference.

"Just like the screen shot of *Terror Of Trantos*, a few months back?" nodded George.

I decided it was time to leave. "Here – if you really want to have a look at our latest and greatest game, try this!" called George down the stairs after me.

A pre-production copy of *Twice Shy* hit me on the back of the head. I grabbed hold of it before someone nameless changed his mind.

## ADVENTURES WITH A BIRO

Ram Jam pin their hopes on *The Biro*. This is their own adventure creator utility. It's designed to allow the writer to write, with no knowledge of programming.

George Stone is Ram Jam's writer, and *The Biro*, he feels, allows him to write his ideas on a computer with very few constraints.

This utility has some very special facilities, that enables the writer to structure an adventure in a way that makes it more like a story than a mere succession of puzzles.

There are, of course, some strong similarities with "conventional" adventures. Both George and Trevor were weaned on the TRS-80 Scott Adams series, and accept that he unofficially laid down ground rules and conventions that are still adhered to today.

*The Biro* not only caters for locations, but allows each location to be placed in a defined "region". If, say, a dozen locations are set in an underground dungeon, these will be one region. Any exploration of the region, rather than the series of locations, will require light.

But perhaps the speciality of the *Biro*, is in catering for interactive characters. Each can easily be given precise areas in which to move, and be told at what frequency.

Character attributes may also be assigned, and these do not merely cover the usual list of strength, skill and stamina. Heart's Desire instructs the program as to which object a character covets above all else, and Attitude determines how he will react to each of the other characters in the game, if and when he encounters them.

These factors affect the player, since he or she is defined in precisely the same way as the programmed characters, and takes his or her chances alongside them. In other words, the computer characters act just as if the adventurer is one of them.

I put it to George Stone that the writer cannot really use this as if he were writing a story. He must have an orientation towards computer logic.

"Only in the same way as a television writer will be familiar with the way in which TV works," explained George.

In fact, if the writer doesn't want to use a computer to create his adventure, he can fill in a series of forms, each of which represents a screen in the *Biro*'s input mode.

The *Biro* is available on license to anyone who wants to write an adventure game. But Ram Jam insist on keeping editorial control over anything that goes out on it. The finished game is submitted for Ram Jam scrutiny, and if it is not good enough, it gets thrown out.

## TWICE SHY

**Supplier: Mosaic Publishing/ Ram Jam Corporation**
**Machine: Spectrum 48/128k (£9.95) Commodore 64/128k/ Amstrad (£9.95 cass, £12.95 disk)**
**Version reviewed: Spectrum**

***Twice Shy* is the title of a book by best-selling thriller author Dick Francis, and is set in the world of horse racing. Ram Jam have taken the book and turned it into a composite adventure and betting game.**

**The book is not provided in the package, and you don't need to read the novel before being able to complete the adventure. However, reading it in advance of playing the game will add to your enjoyment – and provide some useful background.**

**In the adventure game, you play the part of schoolteacher Jonathan Derry. You find yourself in your sitting room with your wife Sarah. The phone is ringing, and Sarah has to leave hurriedly on a mercy mission to Norwich, to help some friends, the Keithlys.**

**Donna Keithly is in trouble – she has stolen someone's baby.**

**A look around the house yields all sorts of interesting objects, including a sharp knife, an Enfield rifle and bullets, plus a cheque for £150.**

**Outside is your dusty if not trusty old Peugeot, and soon you are driving round the M25 near Northolt.**

**In an adventure which allows travel over long distances, with freedom to choose different routes, and has detailed local scenarios, there is considerable difficulty in providing a realistic mechanism for movement.**

**Ram Jam achieve this very well, limiting motorway routes by getting you irretrievably lost at interchanges, yet allowing turn-offs where they are relevant.**

**Petrol can be a problem if you make a mess of the route, but not to worry, a cheery AA man will tow you to a garage. He'll even repair the car for you if you inadvertently try to drive south down the northbound carriageway – for a price!**

**Arriving at the Keithly's, you find Sarah already talking to Donna and her husband Peter. If you are a drinking man, it won't be long before some cassette tapes fall into your hands, in rather worrying circumstances.**

**There're characters around who would dearly love to get hold of them. And as soon as they realise YOU have them, they probably will!**

**Ram Jam has written this game using the latest version of *The Biro*, and very neat it is too. I played the Spectrum version.**

**The screen is divided into four windows. The text window occupies the bottom half. Conversation with the player takes place here – using a redefined set of 48 characters per line.**

**Above this is the location description window, again with a new set of characters, but this time slightly bigger.**

**A fixed graphic 'title' showing a horse's head, rosettes, and horse racing tops the location window, whilst to the left of these windows is the current location graphic.**

**Although this occupies only about one sixth of the screen, the pictures are extremely effective, and artistically drawn.**

**The whole presentation is extremely professional, with a colourful and attractive look and feel about it. With all these windows, and a parser that accepts fairly complex commands, including speech, the response time is amazing. A change of location is usually a good test for the longest response, requiring changes in text and graphics. In *Twice Shy*, the prompt is back in under two seconds!**

**A completely novel feature of the game, is that when you are at the racecourse, you can type RACE, and move from the adventure into a horse racing simulation.**

**How much money you have for a flutter is determined by your financial state in the adventure.**

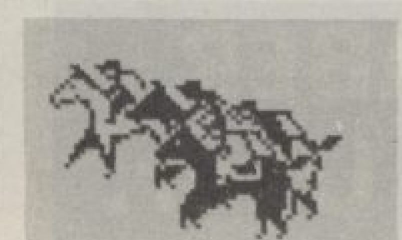
**An "event" consists of six races, each with four runners. The weather, going, and distance is displayed, and the form of each horse can be called up, before your bets are placed.**

**At the off, the face is displayed graphically, and if you watch carefully, you'll notice the position of the horses reflects how they are faring. The one nearest the top of the screen is the horse named first in the list of runners.**

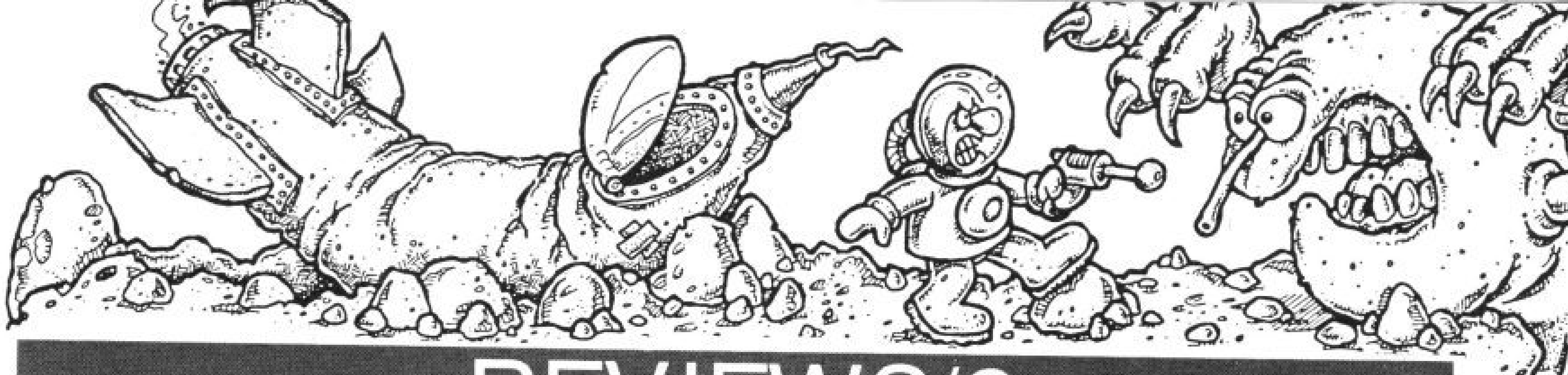
***Twice Shy* is an unusual and entertaining package, containing two games for the price of one, or, if you prefer, one big game with a difference!**

**Keith Campbell**

| | |
|---|---|
| ● Vocabulary | 8 |
| ● Atmosphere | 9 |
| ● Personal | 9 |
| ● Value | 10 |





# REVIEWS/2

## THE PAWN

● **Supplier: Rainbird/Magnetic Scrolls**
● **Machine: Commodore 64**
● **Price: £19.95 (disk)**

It's rarely that we run a second review of any adventure, but *The Pawn* has made such an impact, that it's worth having a closer look at it in its C64 format, newly released. Considering Pawn started off life in text on the QL, then progressed with graphics to the Atari ST and Amiga, it is amazing how closely to the 16-bit versions this first 8-bit Pawn compares.

The graphics perform in the same 'roller blind' fashion. On entry to a new location, the picture automatically slides down from the top, covering up the screenful of text already there. Move elsewhere, and up it goes, revealing the text.

Manual control of the picture, with no mouse available, is achieved through the Commodore's function keys, each depression of which moves it up or down by two lines of text.

The graphics are as near a copy of the originals as it is possible to get on the Commodore, and certainly better than anything I've seen in a C64 adventure before. But they do lack some of the fine detail and range of colour, present on the Amiga and Atari versions.

There is an optional cameo, a miniaturised version of the main picture, which slides in diagonally from the top right hand corner of the screen. This feature, too, is controlled by a function key, and the cameo is displayed on second and subsequent visits to a given location.

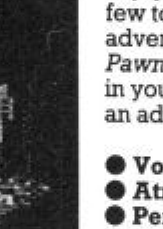
This gives a much quicker response, and a quick glance serves to illustrate the player's whereabouts without the necessity of having to wade through a lot of text.

An unusual feature of the package is that not only is it copyable, but the purchaser is strongly recommended to make a backup copy at the outset – there's even a copy utility included on one of the disks, that will do the job.

The Atari ST version is the only one to have copy protection, and because of this, it is a slightly different game. The 60 page novella that is included in the package is the key to avoiding piracy. All copyable versions of the game ask the player a detailed question about the story in the novella, from time to time.

Roddy Pratt, the Magnetic Scrolls programmer who was responsible for the 64 conversion, told me that this was already proving effective.

*The Pawn* is set in Kerovnia, where you find yourself wearing a wristband that you cannot remove. To get it off, and thus complete the game, involves you in a series of highly interlocked puzzles, laced with mischievous sense of humour.



At the start, the problems are reasonably gentle, but the going gets progressively more difficult beyond about 100 points of the 350 maximum.

With the Apple II (£19.95), Macintosh (£24.95), and C128 (£19.95) already around, yet more releases are in the pipeline.

About now you should be seeing *The Pawn* on Amstrad 6128 (£24.95), Amstrad PCW 8256 (24.95), and Atari 800/130 (£19.95); and there will be an IBM version (£24.95) available in December.

If you are a keen adventurer, *The Pawn* is a must; if you merely enjoy adventure games, you'll find few to beat *Pawn*. If you hate adventure games, playing *The Pawn* could mark the turning point in your life – your conversion into an adventure addict!

**Keith Campbell**

| | |
|---|---|
| ● **Vocabulary** | 9 |
| ● **Atmosphere** | 10 |
| ● **Personal** | 10 |
| ● **Value** | 10 |

## RETURN TO OZ

● **Supplier: US Gold**
● **Machines: Spectrum 48K, Amstrad (£8.95), Commodore 64 (£9.95)**
● **Version reviewed: Amstrad**

This is essentially an icon-driven game for really young adventurers controlled purely by use of the space bar and RETURN keys.

A picture of the scene is displayed, and below it, one of a list of options is shown in highlight. The options are LOOK, TALK, SEARCH, GET, LIST and LEAVE. Hitting the space bar moves the highlight on to the next option.

If you select something that has more than one alternative, for example LEAVE, then a box highlights one of the exits. Tapping the space bar moves the box to another exit.

LIST is a pictorial inventory, and is displayed on a separate graphics screen, with choices to QUIT the list, DROP an object, or USE an object, all controlled in the same way as before.

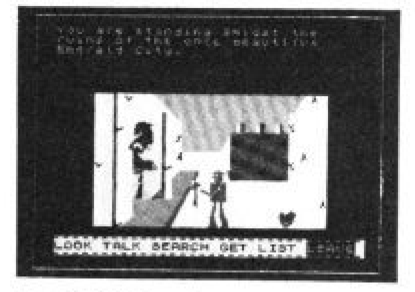
Thus, it is a very simple game for youngsters to operate, but will it entertain them?




You start off with the opportunity to take a chicken and a key, and by moving, progress to a hospital, where a doctor is about to strap you into a nasty looking electrical machine. Eventually, you escape, and find yourself on the yellow brick road.

The graphics are pretty lousy. On the Amstrad version that I played, there seemed to be too much white, which made the highlighted boxes difficult to distinguish.

The yellow brick road is presented in an unforgiveable white, and seems to loop endlessly between an empty location, and one with some winged evil eyes. In this, and some other locations, you seem to be trapped, until suddenly, for no apparent reason,




the LEAVE icon becomes available.

Altogether I found the game baffling – I just didn't know what was going on, nor what I was doing wrong.

My wife, a primary school teacher, played *Return to Oz* extensively, and came to the conclusion that young kiddies, at whom it is targeted, would soon become hopelessly bored by it. Not recommended for the Christmas stocking.

**Keith Campbell**

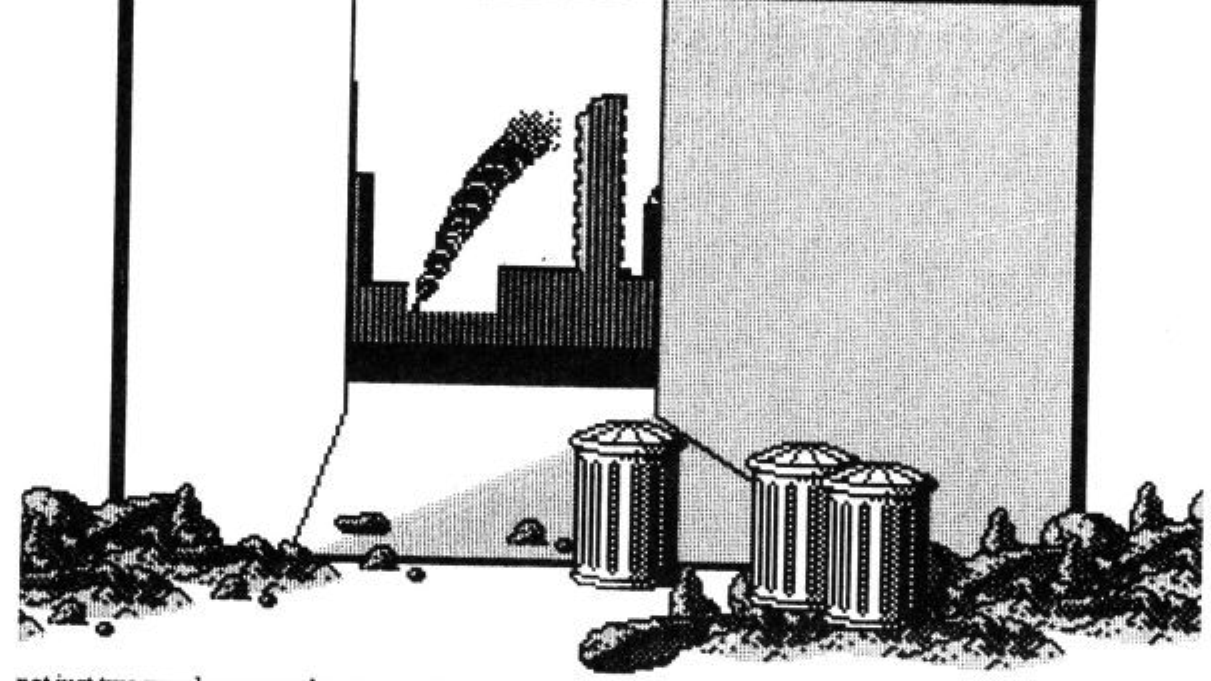
| | |
|---|---|
| ● **Playability** | 4 |
| ● **Atmosphere** | 5 |
| ● **Personal** | 0 |
| ● **Value** | 6 |




# REVIEWS/3

## AFTER SHOCK

- **Supplier: Interceptor Micros**
- **Machines: Spectrum 48/128k, Amstrad CPC**
- **Price: Varies**



Shades of Chernobyl! As an engineer, presumably for a nuclear power plant, you have been organising the repair to its backup cooling system for the last few days.

A military underground nuclear test sets off a series of earth tremors, and the city is evacuated, but you remain in your office, which, for some reason, is on the other side of the city from the power plant.

The repair crew phone to say that the main cooling system is losing pressure, and the backup system repairs are not complete. They are pulling out – the reactor will explode in a few hours.

There is no alternative but for you to make for the plant, and carry out the repairs yourself. Here is where the adventure starts, and you find yourself trapped on the top floor of your office building. Everyone else seems to have got out. The building is deserted, and you head for the lift to make your getaway. But the power has failed, the lift is useless, and to make matters worse, there is a fire raging in the stairway.

What you do next, and how successful you are, depends very much on whether you hit upon the correct phrases. Much is made in the blurb about the full-sentence command analyser, and its rejection of grammatically incorrect input.

The trouble is, full sentences, not just two word commands, are needed to get over the first hurdle in this game, and they have to be just right.

That is not easy with a very limited vocab, and an uninformative YOU CAN'T response. So for me, the game soon resolved itself into a word and phrase finding exercise.

Having removed a panel in the ceiling of the lift, it took me some considerable time before I hit upon CLIMB OUT OF LIFT as the only way of escape. CLIMB OUT was not accepted with a PLEASE REPHRASE THAT. So what chance would I have out there, faced with the immense technical problems of making a nuclear reactor safe?

Once outside the building, I was in the ruined city, amid piles of rubble and devastation, which were described in a way that nicely built up the atmosphere, though many were "empty" locations where nothing much seemed to happen.

This is a graphic adventure, and although there are relatively few pictures, and not over-colourful ones at that, they are superbly drawn.

Some are very effectively animated; for example, there is one of an oil-tanker on its side, with oil gushing out. Another depicts a pile of rubble with an arm sticking out – watch carefully and you will notice the hand opening and closing, clutching at thin air.

The graphics clear for the yellow on black text display, which scrolls up from the bottom of a blank screen. Type-ahead makes replaying at speed that much easier – once you can remember the commands.

Could have been a VERY good game – pity about the vocab!

**Keith Campbell**

| | |
|---|---|
| ● **Vocabulary** | 3 |
| ● **Atmosphere** | 7 |
| ● **Personal** | 6 |
| ● **Value (basic cass)** | 7 |

## H.R.H.

- **Supplier: 8th Day**
- **Machine: Sepctrum 48K**
- **Price: £6.95**

8th Day are all out for controversy with their latest game, *H.R.H.* The cover depicts the Queen on a stamp, making a rude sign, and that kind of *Spitting Image* humour continues throughout the game.

You start off in the Post Office, queuing up for your dole money. Behind you, Princess Diana waits for her family allowance as Prince William runs about wearing a pair of large rubber ears! You take your cheque, but soon realise that it is made out to the Queen, and is worth for £250,000.

In your mind's eye, you see yourself being knighted as you hand the Queen her dole money, but as you set off to return it to her, Prince William kicks you in the leg, and runs off with the cheque. Now you must recover it!

The game is *Quilled*, with a little help from the *Illustrator*, and will only allow you to type in the exact answer to each puzzle. If you type anything else, it tells you: "I nearly understand".

The first problem involves you passing on telephone messages from Prince Andrew's girl-friends, saying that they are not pregnant. When you tell Andrew the good news, he gives you a drink – and by the third call, you're feeling rather tipsy. The game uses a rather naughtier word, so beware, kiddies!

When drunk, you can actually take a Pink Elephant, which you see floating above you, to give to William. He gives you a spider, which so frightens an old lady, she drops her bus pass, and so on. By the way, this little sequence runs up three points out of the total 250 required to complete the game.

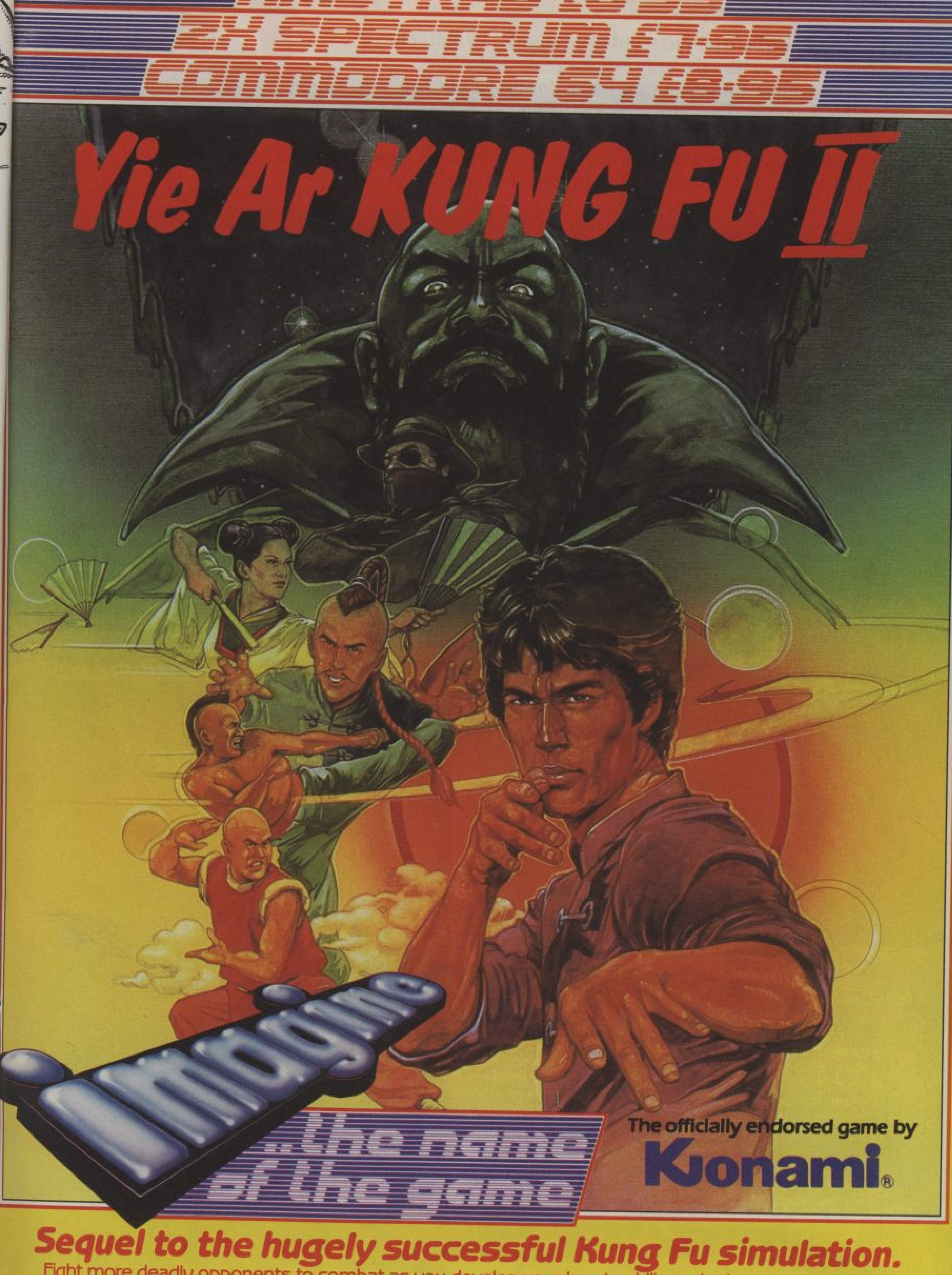
There are many ways for you to be stopped in your tracks during the adventure, so it is a good idea to take full advantage of the 'Memory Save' option, which involves no extra loading during a playing session.

All in all, this is an average *Quilled* adventure, though more effort seems to have been put into a funny story, rather than trying to involve complicated levels of vocabulary.

If you like *Spitting Image* humour, this could be right up your street!

**Matthew Woodley**

| | |
|---|---|
| ● **Vocabulary** | 5 |
| ● **Atmosphere** | 7 |
| ● **Personal** | 6 |
| ● **Value** | 5 |




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**You could be a hero for just one day if you get your mitts on a copy of Labyrinth – the tasty looking game-of-the-film from Lucasfilm. The movie stars David Bowie and a heap of 'orrible monsters. The game stars YOU. Plunge into the mystical world of the Labyrinth, meet new friends and influence people. Our American ace reporter Marshal M. Rosenthal has been checking things out down in Silicon Valley, U.S.A.**

# Lab

Nestled in a hidden valley of southern California, away from prying eyes, lies Skywalker Ranch. At first glance, you are not impressed by the traditional Victorian look. Named after the young hero from the Star Wars trilogy, you'd expect high tech-glass, chrome and steel formed into futuristic shapes.

Instead there are lush bungalows arranged around a large ranch house, well appointed as if a time portal had opened up and dropped it out of the 18th century.

But there is more to Skywalker than meets the eye, for it was not built in honour of film maker George Lucas, but by him.



Not to be a movie set, or testing ground for special effects – but to provide a haven for creativity and creation. A think tank where Lucasfilm personnel can meet, meditate and design the latest and the greatest which the public has come to expect.

One of the projects to emanate from within these walls is the movie Labyrinth. It differs from previous Lucasfilm ventures in that it is a collaboration with Jim Henson.

Henson, the mastermind behind Kermit the Frog, is also no stranger to making movies. Who doesn't know of the Muppets? He is a master of high-tech. How could he be otherwise when his puppets seem so alive? Both he and Lucas use specialised and innovative technology to create wonders on screen. Together, their companies form quite an impressive package.

Labyrinth concerns itself with the effects of wishing. Especially of wishing for bad things that you might later regret.

Teenager Sarah is fed up with having to babysit her younger brother. She wishes he would go away and not be around to bother her anymore.

Much to her horror and amazement, Jareth, the Goblin King, appears to honour this wish!

Sarah is now forced to enter a strange and mysterious world in order to rescue her brother. The film works without violence though there is plenty of action to keep you on the edge of your seat.

It's only natural that Lucasfilm's game division would jump at the chance to turn this into a game. The designers decided that there should be a maze. A challenging adventure that takes its root from the film, but doesn't rely on it in order to be able to participate.

David Fox, designer/programmer, is the production manager for the game. "Maze elements have been used before of course, but here we wanted to really design an interactive adventure that the player could respond to."

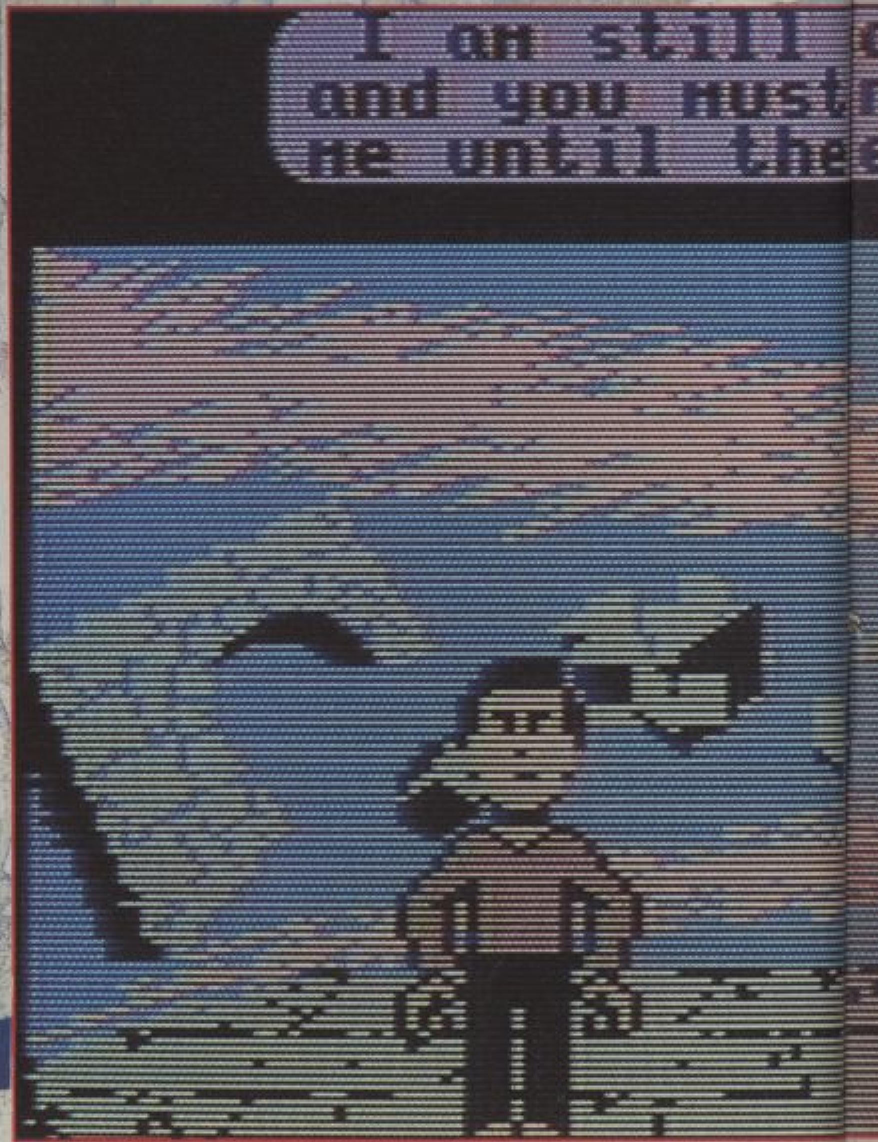
"The purpose," Fox states, "has been changed in that you have an unexpected encounter with the Goblin King, who challenges you to find him within his hidden world. You must accept the challenge and win, or become his thrall forever." Fox adds that the graphics and text are cinematic – they imitate camera movements that are appealing on film and so maintain the viewer's interest.

This is the division's first adventure game, and the designers have gone all out. You play either a male or female character, and all the screen figures are richly detailed and resemble their film counterparts. David Bowie, who plays the Goblin King, is there in all his fiendish graphic glory.

A joystick controls your character in the graphic window occupying the upper part of the screen. There is no text line for you to type on though.

Instead there are two wheels at the bottom of the screen which can be rotated to form actions and commands that effect changes in the game.

"We got tired of traditional parsers






which can be psyched out," notes Fox. "The player spends too much time figuring out all the combinations the computer can respond to, and so in effect gets bored by learning too much."

Fox jokingly refers to the wheels as his "slot-machine" parser. "What is important," he adds, "is that different combinations become available depending upon where the player is. There's still freedom of choice, but we've eliminated the dead end or 'insoluble' situation."

Labyrinth operates in real time, but fortunately there is a pause feature – pretty necessary as few will have the endurance to handle the 13-14 hours needed in one session.

Another difference from the traditional adventure game is that maps become useless, as this unknown world is fantasy and so operates outside of the laws of physics. While there are arcade elements to deal with, this is one time when strategy really counts.

Other innovations exist as well. The landscape scrolls in two directions, both vertically as well as horizontally. A three-quarters perspective also enhances viewing.

As has become sort of expected from Lucasfilm games, characters are large and possess a fluid cartoon-like animation. There is also perspective changes of the characters as they move towards and away from foreground objects.

"In the Eidolon," explains Fox, "we created some interesting shapes that moved around really fast. But their size stayed constant. Here, it's like real life where a figure diminishes in size as it moves further away.

"Charles Kellner worked out the code that enables the figures to change size depending upon their position on screen. This is quite a feat, because such actions eat up a lot of the computer's processing time. But Charles was able to optimise the effect while keeping the action moving right along."

The game stays in snyc with the spirit of the film in that it consists of situations that are more humorous than violent. You can fail a test, get roughed up a bit – but nobody dies in a burst of flame or screaming agony. After all, games are supposed to be fun!

There are puzzles to solve and situations to resolve. Serious things happen but in a funny way. You might get caught by a squashing machine and so condensed like an accordion, but eventually you'll spring back up. Of course you'll look pretty ridiculous, so watch your step!

In a move that would no doubt endear them to Henson, puppets were viewed and analysed in order to improve the character's appearance.

The animation was done on a special software system developed by Kellner, and it went through various incarnations; from ACE to LACE to GRACE [Graphic Animation Cell Editor].

The program allows images to be created as separate segmented pieces and then joined together. This enables a large animated figure to be developed piece by piece.

The images were then taken to artist Gary Winnick to develop. Winnick, by the way, is responsible for the Jaggi monster so horribly seen in Rescue on Fractalus.



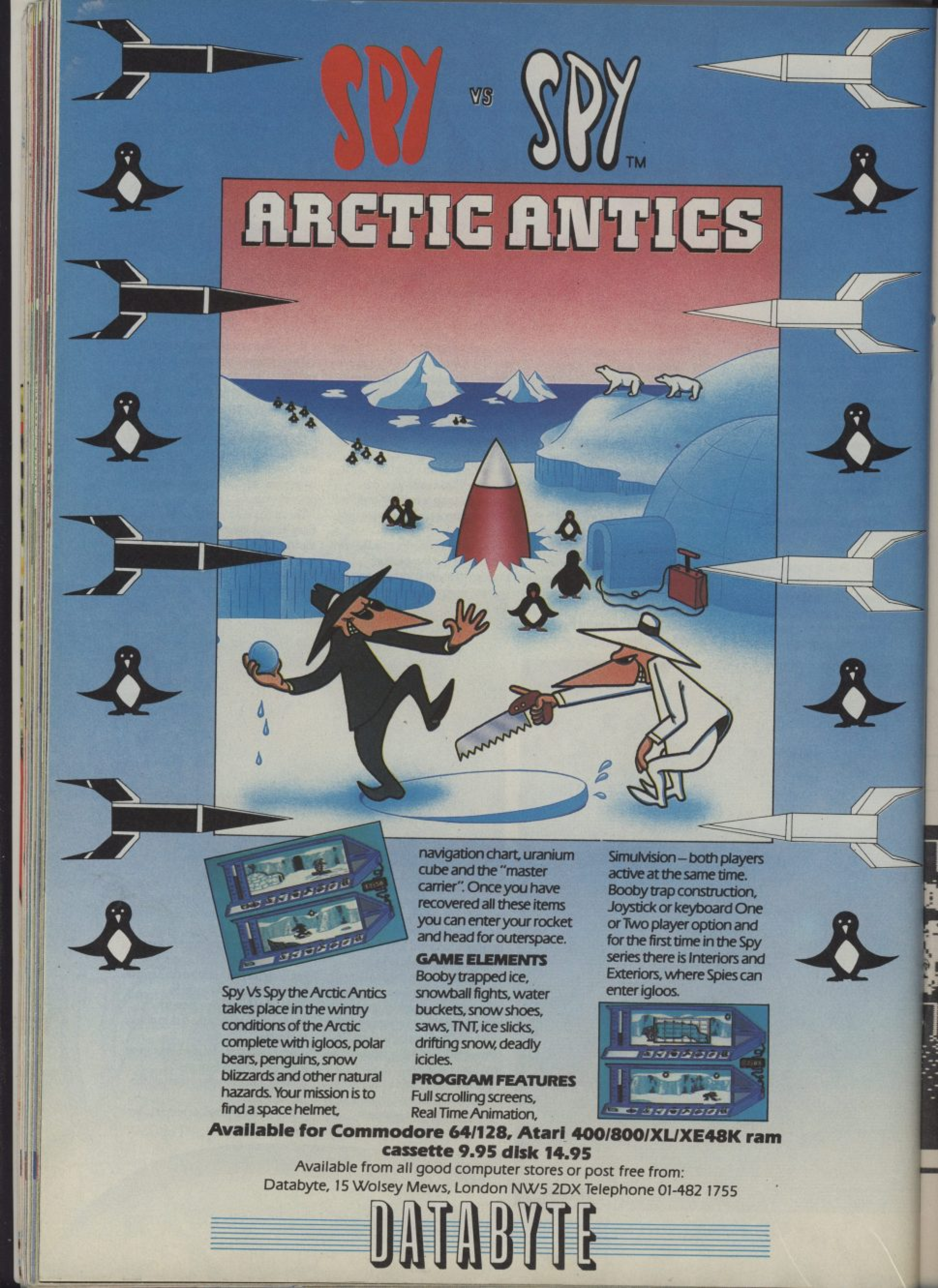
Ken Macline (a noted fantasy artist who did the Eidolon cover) also worked on the images.

Meanwhile the backgrounds were being created by Matt St. Louis, who had designed and executed the Koronis Rift Cytech robot. As might be expected, this is a large game which requires both sides of the disk in order to execute.

Fox admits that a lot of what happens in the game comes from special personalities who helped to mould the fantasy world.

Who are the mysterious people? Stay tuned to find out!




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Charlie Kellner is one of those "special personalities". He ranks as one of the old-timers in the computer world although he's only 36.

He studied maths and physics in school, but didn't realise that more and more of his time was going into computers until one day it hit him.

"I hadn't even considered a career in computers. I figured that maybe soon everybody could have access to terminals, but I never thought that we'd have these little desktop models selling for a hundred dollars or so."

He decided to learn about the IBM machines. Then he heard about a little company starting up called Apple, and headed out to California to become a part of history.

The years taught him about the 6502 microprocessor and how operating systems work – and how they don't.

Lucasfilm was tooling up their new Games Division, and within a few months of its start, Kellner was a part of it.

Loren Carpenter was busy designing his fractal effect, which would be seen in Rescue on Fractalus! (and also later in the Eidolon). Kellner's task was to create the pilot animation, the ship's flying motion and the gun emplacements on the mountain tops.

"I remember how strange it felt to take mainframe mathematical computations and reduce them to fit onto a micro," Kellner remarks. "What would go on in my mind changed depending on the piece of work. When I was doing the graphic paint routines and the pilot, I saw pixels and data that had yet to be solidified. Working on the motion control for flying caused objects to zoom around in my mind's eye.

"The thing to keep in mind," says Kellner, "is that neither Rescue or Ballblazer were thought of as money-making ventures. The Game Division's purpose was to take a long view towards creating interactive movies. We were using computers as a new and flexible way of seeing things, and it was a pleasant surprise to find that the results were games of high playability and entertainment."

The Labyrinth project called on all of the skills and talents of the Games Division. Kellner suggests that it's often good to work from scratch, where you can create what you will and modify it as you go.

"But," he notes, "it's important to start with a concept of the experience that is going to happen. Starting off with only a great graphic effect can get you lost. You need to know what you want the player to experience."

Early in the project, the Labyrinth team spent a week in England – brainstorming with Jim Henson. This gave the team a good understanding of the non-violent aspect integral to the film, and the motivation behind the various characters.

The team then set out to create a believable and complex interactive environment. Rather than a carbon-copy of the film, it becomes YOUR trip through the Labyrinth.

"This was one of the most rewarding and demanding experiences I've ever worked on," says Kellner. "It was always 'Let's stay just a bit longer and try this out' – we were held in magnetic attraction of new ideas and techniques.

"The VAX terminal got so overloaded that we enlisted the aid of a 68000 SunGraphic mini-computer to take up the slack. It was a real challenge to cram all this down the throat of the 6502." But what exactly did they accomplish?



"Nobody loves cartoons more than I," smiles Kellner. "One of my idols is Tex Avery, a cartoonist for Warner Brothers, who is credited with being the 'father' of Bugs Bunny (among other things)."

Avery was a master of the "squash and stretch" technique. A classic example can be found in his retelling of the Little Red Riding Hood story. A Wolf-about-town sees Little Red singing in a posh nightclub. He gets so excited that his entire face expands like a balloon, his eyes bulging out a mile as his mouth contorts like a pogo stick gone mad.

"This is one of the cartoon effects we wanted to reproduce," says Kellner, "one we all take for granted in films. But, to be honest, this isn't something that micros have been able to handle very well. Many times, you just get very stilted figures with hands moving woodenly back and forth.

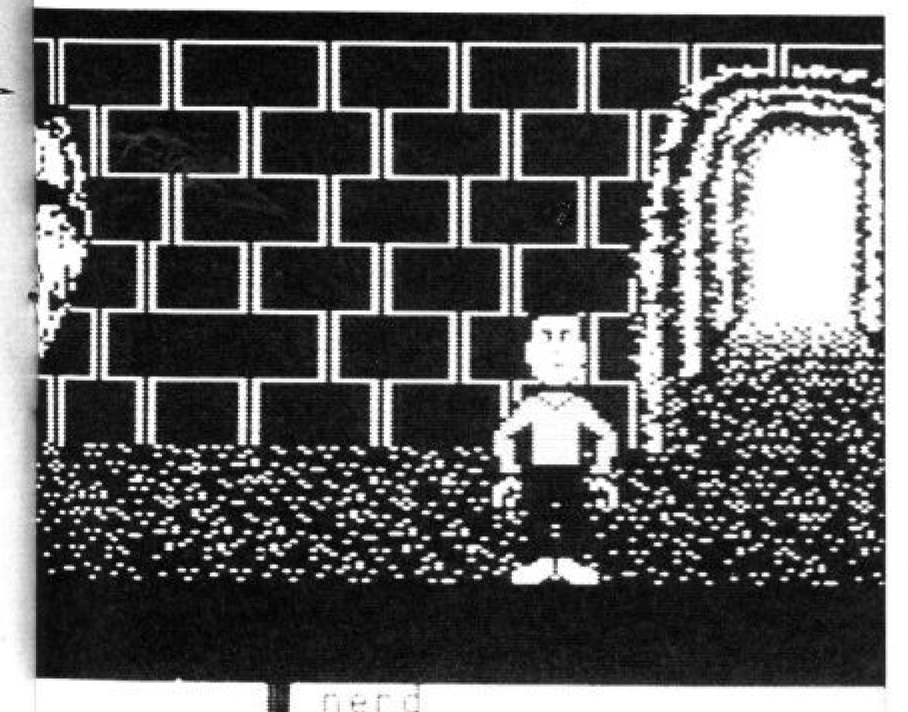
"We wanted our characters to possess the same kind of flexibility as in the movies. Cartoon animators can slowly draw each frame of animation, but the computer has to take care of everything right before our eyes."

Kellner finally came up with the programming code that made such animation possible. "I wish I could say



it was a flash of inspiration, but the truth is that it was the result of lots of thinking, and years of hard work. An important part of it comes from Loren Carpenter's fractals (developed for Rescue on Fractalus!) which enables the computer to draw straight lines very fast."

Kellner explains. "When you look at a screen, you see a character and what is he but pixels defined with coloured areas within a border of lines. Strip down the screen into horizontal lines, and you have a black dot, then a coloured area and then another black dot. The figure is drawn one line at a time, so it's actually a group of numbers which can be altered on the run. By adding a data compressing effect called run-length encoding we use less












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**Type Ins** — one for C16 and one for the 64.

**Into the Valley** — gets its share of the space with ten pages on adventure including reviews of *The Archers, Moonmist,* and a special Valley Rescue feature on the Ultima series.

**Hot Shots** finds out what the programmers want for Christmas and puts you to the ultimate test in the Hotshots Trivia Quiz.

computing time and so make everything move quicker and more efficiently."

Kellner is quick to point out the other members of the team who made significant contributions. "Kevin Furry developed a sprite matrix technique for use on the Commodore 64. Now there can be many times the number of sprites than normally allowed, and this means there can be more characters in a given scene. The sprites can also be much larger, up to one-quarter of the screen size.

"Kevin may be one of the youngest members of the team," notes Kellner, "but his expertise is an invaluable addition to the team."

They didn't call it quits there though. Scrolling is another area that needs an intelligent approach if it's to simulate a filmic experience.

Not only does the scrolling in Labyrinth occur in both directions (horizontal/vertical), but there's a micro programmed cameraman who watches the characters to decide when to scroll most effectively.

As in a film, there is a bit of a lead before the character and compensation when more than one character is walking.

Additionally, this doesn't just happen every time the character reaches some point on screen. The micro-cameraman monitors the action and scrolls when it is both consistent and logical.

Technology without content won't wash though. A game needs more than gee-whiz graphics to work. It has to be entertaining and compelling.

Aiding that process was Douglas Adams, creator of the HitchHiker's Guide books.

"I remember my first meeting with Douglas very well," says Kellner. "It was at his flat in Islington. We were talking for awhile, and then he reached over and handed me a towel. Well, what else could I do but give him the shirt off my back?"

Adams has been asked to help form puzzles to use in the game, as well as influence the overall mood. "Working with him was certainly an unusual experience," notes Kellner. "I mean, this guy has incredible ideas. One of the great things is that he won't take no for an answer – and so neither did we, at least as much as was possible within the reality of computers."

It takes a small crowbar to pry examples of Adams' humour in the game out of Kellner. Consider this one. The packaging and product information for Labyrinth is to be spectacular – with huge letters and banners declaring how amazing the graphics are and what an experience you are about to undertake.

Boot up the disk and watch in unbearable anticipation as a title screen comes up, followed by a text line asking you to type in your name.

That's about as graphically exciting as an old shoe – you expect any moment to see an advert for clue sheets from Infocom! Of course, the game starts a few moments later.

Now you're walking around a town, meandering aimlessly until you notice a movie house marquis. Yep, that's right – it's showing Labyrinth.

So you buy a ticket, go inside, get a large popcorn and find a seat to watch the film. Moments later, you are compelled to enter THROUGH the silver screen and into the adventure.

"Some of Douglas' ideas just couldn't be done," laments Kellner. "A great one is that you run across an editing room, filled with a viewer and bins of film. You look through them to find scenes from your past adventures in the game that you can re-edit.

"That would have been a lot of fun." Kellner feels that one of Adams' strongest contributions is the "Ah-ha, now I get it" principle. The puzzles and conundrums that must be solved aren't always obvious. You have to expect the unexpected, which keeps the game fresh and interesting.

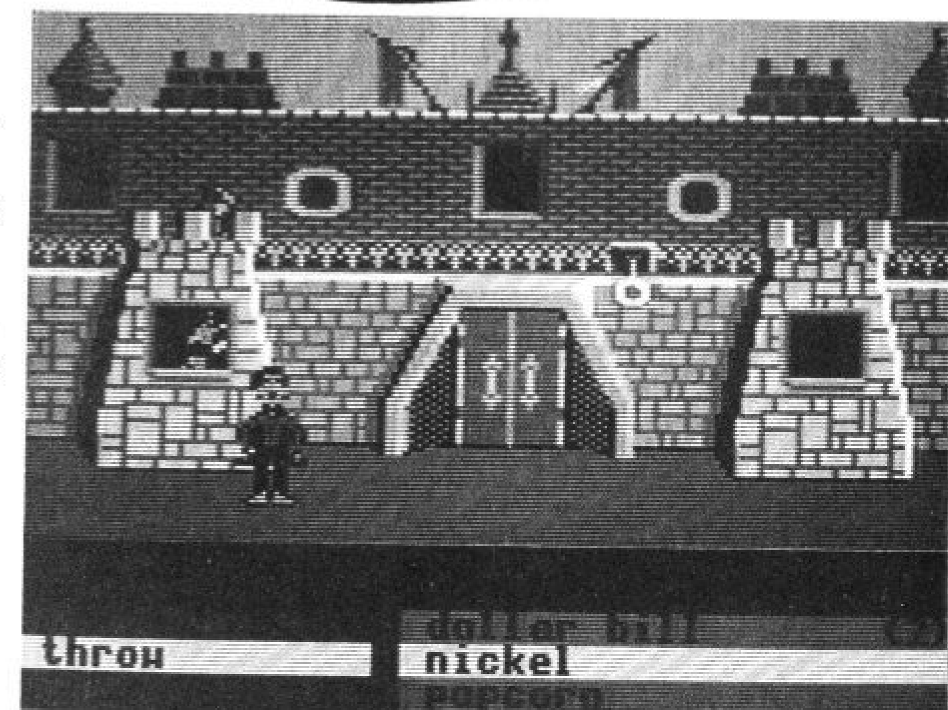
Kellner has definite ideas about the future. "We're still devoted to our original goal, creating interactive movies," he says.

"This means that we need better machines that can create more complex images with denser resolution. And we certainly want to add sound. In a very real way, we stand at the same threshold of cartoon technology as Disney did in the early 1930's, just before sound entered the picture."

Kellner agrees that the new 68000 machines, like the Amiga and Atari ST, are very good. "But," he notes, "we still need more. New designs, new features that can give us the visual impact of a laserdisk, with the mammoth storage capacity of compact disks and the interactivity of a microcomputer."

So then, what does the future hold at the Lucasfilm Games Division? "Just about anything," quips Kellner. He might not be telling, but we know how to expect amazing graphics, bizarre worlds, and situations peopled by complex characters that are very much alive.

Author's bio: Marshal M. Rosenthal is an advertising photographer in New York who also writes for a number of domestic and overseas publications on topics dealing with computers, video high technology.






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Screenshots are taken from the C 64 version

# The sacred armo
# ANTIRI

**Every so often a game comes along which shrieks quality. Such is the case with The Sacred Armour of Antiriad from Palace Software. Quite simply, it's brilliant. Read on for the review, help and hints for what has to be one of the most exciting games of the year. It's also a C+VG Game of the Month.**

- ▶ MACHINE: CBM 64/SPECTRUM/AMSTRAD
- ▶ SUPPLIER: PALACE SOFTWARE
- ▶ PRICE: £8.99 ALL VERSIONS
- ▶ VERSION TESTED: CBM 64
- ▶ REVIEWER: PAUL

It's very rare that I feel like wholeheatedly heaping praise on a new game. With **The Sacred Armour of Antiriad** I have no such reservations. See it, believe it, buy it. Treat yourself to some exquisite graphics and totally addictive game play.

You won't be disappointed with the Commodore 64 versions and from previews I've seen of the Spectrum and Amstrad versions, the same applies.

If you've seen **Cauldron** and **Cauldron II: The Pumpkin Strikes Back**, two of Palace's other games, you know what to expect.

Designer Dan Malone — it's his first game — programmer Stanley Schembri and sound man Richard Joseph deserve a standing ovation for the Commodore version.

Right, down to the story line. When you buy the game the scene will be set in a 16 page comic drawn by Dan Malone.

In the 21st Century the world has finally gone mad. The world's nations have formed themselves into two groups — the North Sector and South Sector. Distrust of each other is at an all-time high and hugely powerful secret weapons have been developed. Disarmament talks finally break down and the world is plunged into a terrible war.

Both sides have developed powerful anti-radiation suits of armour, which are equipped with laser guns and mines. They can also fly. But they don't do any good for anybody. The world comes to a sudden end in a nuclear catastrophe.

The years pass and after several centuries a new race of humans is reborn. They are simple, peaceful folk and their religion is based on some ancient scrolls — the blueprints of the legendary suits of armour.

Earth is suddenly attacked by marauders from space. Men are enslaved and sent to mine the planet's valuable minerals. The alien tyrants rule from their stronghold inside a dormant volcano.

The elders of the tribes vow to overthrow the oppressors. Secretly, young men are trained in combat. From among them one is chosen. His name is Tal. His mission is to brave the evil forest, find the sacred armour and use it to enter and destroy the alien stronghold.

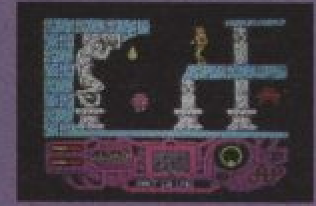
The game itself takes place around the volcano. Its base is in a strange forest with evil, grotesque trees and giant sloths hanging from the branches. Higher up the side of the mountain stands the ruined city. Above this is the molten area of the volcano and from the highest reaches it is possible to enter the vital generator room that is the key to survival for the aliens.

Tal can move around swiftly by running or jumping amongst the trees of the forest or the ruins of the city. It is possible for him to run around in the volcanic areas but in that section the closer he gets to the generator rooms the higher the level of deadly radiation.

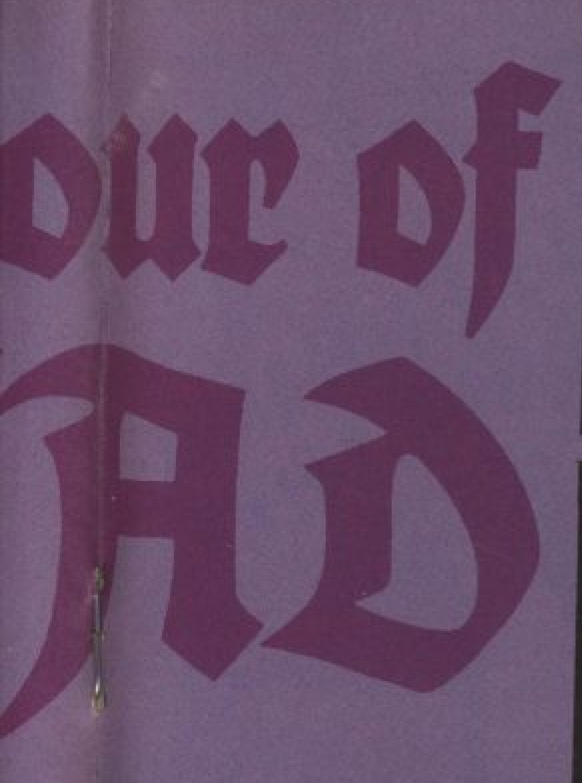
















To go further than the ruined city, Tal will need to find the ancient suit and the four attachments with which to operate it. In the Commodore version Tal is naked as the day he was born until he covers his modesty with the sacred armour. In the Spectrum and Amstrad versions Tal wears a loin cloth.

At first he can only hurl stones at the mutant creatures and alien droids which inhabit — or rather infest — the forest.

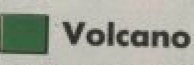
It's the tiny attention to detail which amazes. For instance, take a look at the stone work on some of the screens. It's brilliant. On a tv screen it looks great but seen on a decent monitor, it's almost a work of art. Tal also, without his armour, is wonderful. His running, jumping and throwing action is great. But so is everything else.

Once again, I can only say: See it, believe it, buy it.



| | |
|---|---|
| ▶ GRAPHICS | 10 |
| ▶ SOUND | 9 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 10 |

**MAP KEY**



Mutated Forest — Ruined City — Volcano

1 Starting Point
2 Main Generator Room
3 Anti-chamber to Generator Room
4 Generator Entrance
5 Particle Negator
6 Implosion Mine
7 Force Field
8 Volcano Entrance
9 Pulser Beams
10 Teleporter
11 Gravity Displacers
12 Anti-Rad Suit

## HINTS AND HELP

Thanks to Palace Software, Antiriad designer Dan Malone has drawn this map of the game to help you find your way around. It doesn't give the whole thing away but it does give you an idea of what you're up against. In fact there is one surprise in the game which we're not going to mention.

The game always starts with Tal in either extreme of the forest. His first task is to find the armour and energise it. This activates the control panel at the bottom of the screen. This displays the following.

● Armour energy level. If this drops to zero the suit becomes inactive. Energy can be regained by collecting a new energy cell.
● Tal's stamina. When at zero Tal will fall to the ground exhausted. He will be rejuvinated up to four times during the course of a game.
● Score. Killing alien droids and picking up attachments all give scores.
● View Screen. Shows an attachment once it has been picked up.
● Tactical display. Gives helpful messages throughout the game.
● Radiation Level Counter. Shows the level of deadly radiation in the atmosphere.
● Radiation Warning. Flashes when radiation level in the atmosphere is at its most deadly.
● Four Component Indicators. One will light up for each attachment picked up.
● Activation Indicator. Lights up to show that control panel is active.

Once the suit has been energised it still can't be moved. To get airborne Tal must leave its safety and find the Gravity Displacer. These, in fact, are a pair of boots.

Other things Tal must find are:

● Pulsar beam. This is suit's laser fire power. It can be used to blast the alien droids.
● Particle negator. The armour's forcefield which will be required as Tal nears the generator rooms in order to protect the suit from the deadly radiation.
● Implosion Mine. The ultimate weapon which will destroy the generator room.

Scattered around the forest, city and volcano are energy cells which can be picked up to boost the suit's power.

Throughout the game are various nasties and hazards. These fall into two main types — aliens and mutants. All are harmful and should be avoided or destroyed. If Tal is not wearing the armour his own energy will be sapped if he's touch or if he is wearing the suit, its power will decline.

Here's what to look out for.

Patrol Leader Drones. Of the four drones this is the toughest. It's the most difficult to knock out and has the biggest energy drain.

Patrol A and Patrol B Drones. These are easier to deal with than their leader and they drain less energy.

Indestructible Search and Destruct Drones. These guard certain areas and, as their name says, can't be destroyed. They release energy draining bombs. You can, however, destroy the bombs.

Alarm Droids. These are a real headache. They patrol areas which are relatively free of danger. Stay in these areas too long and the alarm goes off, summoning patrol drones to the area. Destroy it quickly or leave the screen as fast as you can.

Mutated Flies and Jugoids. Fairly easy to deal with.

Acid Drops. This noxious liquid drips from above. It's lethal and cannot be destroyed. One drip and you'll drop.

Subtain. These are totally mindless and sub-human.

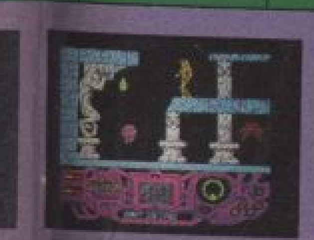
Indestructible Collaborater Gunners. Semi-humans. Huge, hulking and semi-intelligent. They fire plasma bolts from their turbine-generated recoil guns.

Flame Dragons. These are found above the city in the volcanic areas, spitting out gaseous flame. They can't be stopped and will drain your energy. Lots of it.

Sloths. These cling to the foliage in the forest. They are lethal and indestructible.

Hydraulic spikes. Energy-draining hazards in the volcanic region. They cannot be stopped.

At certain other parts in the game are force fields through which Tal cannot pass if he's wearing armour. In some cases he will have to leave the safety of the suit. It that happens in areas of high radiation, move quickly.





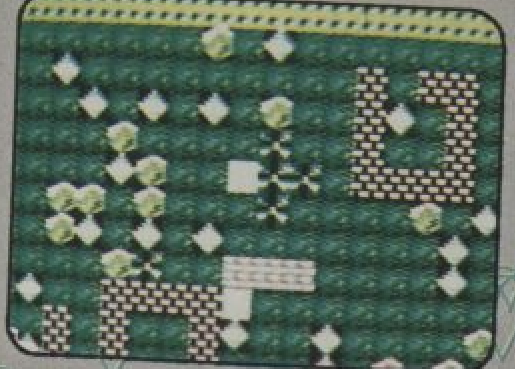



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# The sacred armour of ANTIRIAD




For a man who doesn't know a lot about computers, *The Sacred Armour of Antiriad* is a triumph for former freelance comic artist Dan Malone.

His idea, backed up by the enviable skills of programmer Stanley Schembri and sound man Richard Joseph, has resulted in one of this year's great games. Team work at its best.

Palace Software has been going for around three years. In that time the company hasn't exactly flooded the market with product — four games, to be precise, including *Antiriad*.

First out was The Evil Dead. People at Palace don't like talking about it. You get the impression that it wasn't as good as they hoped it would be. Then there was Cauldron and Cauldron II: The Pumpkin Strikes Back. Quality was the key word with both these games.

Dan joined Palace about a year ago after seeing an advert in which the software house wanted a 2000AD-style artist. Up until then Dan had been working as a freelance artist.

"I had no knowledge of computers until I came here," says Dan. "I looked at my work as being comics on computers. I started work and was just told to play games. I played all the classics. I'd been here about a month when they said we need an idea."

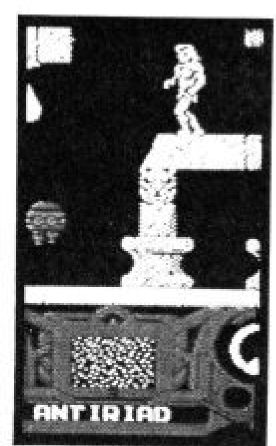
It eventually turned out to be *The Sacred Armour of Antiriad*. The programming team then kick the idea around and see if it can be done.

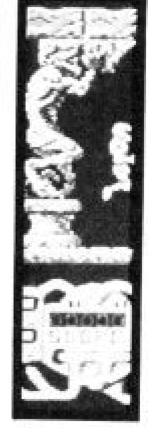
"I didn't know whether it could be done," Day says. "The programmer looks at it and says, well, perhaps it can. In the end, hopefully, we get a better game."

Months later and the game has been completed. "I'm very pleased with it," says Dan. "It wasn't until people told me it was quite nice that I felt better. I didn't realise that it was going to be such hard work. Now I feel a lot more confident about other games. I've got other ideas but nothing definite."

Continuing the C+VG tradition of asking programmers silly questions about their favourite likes and dislikes, we print Dan Malone and Stanley Schembri's personal preferences. We leave it up to you to decide if they are being serious.

Name: Dan Malone
Born: London 1963
Favourite food: Baked potatoes
Favourite Drink: EKU. "It's a lager."
Favourite TV programme: "I love watching the ads. And Star Trek."
Favourite computer game: Highway Encounter
Countries visited: Belgium, Holland, France, Luxembourg
Favourite music: Northern Soul.
The thing I hate most about the computer industry: "Work and programmers (a little jest)."



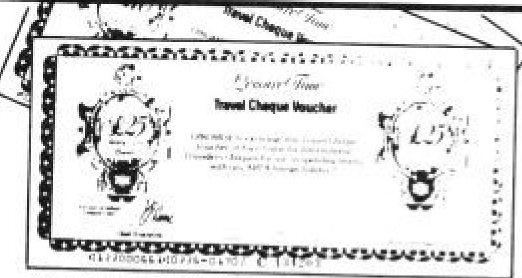


Name: Stanley Schembri
Born: Barcelona 1965
Favourite food: Indian
Favourite drink: Horndean Special Brew
Favourite TV programme: Slinger's Day
Favourite game: The Evil Dead
Countries visited: Spain
Favourite music: Alan Parson's Project
The thing I most hate about the computer industry: Graphic designers.



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# Karate

## BBC B by James Samways

**Big kicks are in store for you if you program Karate by reader James Samways, of Cheshire**

**It's Oriental thrash and bash action in best Way of the Exploding Fist style.**

**The idea is to progress through different colour belts until you reach the exalted black belt status.**

**Both fighters can jump, kick, and somersault. It's a two-player game so make sure you don't start a real fight with your opponent.**

**Both characters have been nicely programmed by James, and the game play is addictive. It's even got a merry oriental tune as well.**

**Full instructions are included in the game.**

```
60MODE5
70belt1%=1:belt2%=1:ki1%=0:ki2%=0:PROCreverse:PROCinit:PROCscreen:PROCnextbelt(0)
80SOUND1,2,1,6
85IF @%<>1234567 PROCinst
90PROCstart
100IFINKEY(-82) AND E%=0 THEN PROCkick1
110IFINKEY(-73) AND R%=0 THEN PROCkick2
120IFINKEY(-66) AND E%=0 THEN PROChikick1
130IFINKEY(-89) AND R%=0 THEN PROChikick2
140IFINKEY(-67) AND E%=0 THEN PROCsweep1
150IFINKEY(-105) AND R%=0 THEN PROCsweep2
160IFINKEY(-2) AND E%=0 THEN PROCsom1
170IFINKEY(-74) AND R%=0 THEN PROCsom2
180IFINKEY(-34) THEN *FX210,0
190IFINKEY(-17) THEN *FX210,1
200IFINKEY(-68) THEN PROCfreeze
210IFINKEY(-38) THEN PROCinst
220IFE%=1 THEN PROCkick1
230IFR%=1 THEN PROCkick2
240IFE%=2 THEN PROChikick1
250IFR%=2 THEN PROChikick2
260IFE%=3 THEN PROCsweep1
270IFR%=3 THEN PROCsweep2
280IFE%=4 THEN PROCsom1
290IFR%=4 THEN PROCsom2
300GOTO100
310DEFPROCcaller:A%=224:CALL&900:ENDPROC
320DEFPROCdelay(del%):FORty%=1TOdel%:NEXTty%:ENDPROC
330DEFPROCkick1:B%=1:E%=1:COLOUR3:ON I% GOTO 340,370,390
340PROCkickchars1:PRINTTAB(X%,20);blank$:IFX%+2=N% THEN GOTO 370
350X%=X%+1
360PRINTTAB(X%,20);man$:I%=2:ENDPROC
370PROCkickchars2:PRINTTAB(X%,20);man$:I%=3:IFX%+2=N% THEN PROCcheck
380ENDPROC
390PROCkickchars1:PRINTTAB(X%,20);man$:PROCstance:PRINTTAB(X%,20);man$:I%=1:B%=0:E%=0:ENDPROC
400DEFPROCkick2:C%=1:R%=1:COLOUR1:ONJ% GOTO 410,440,460
410PROCkickchars1:PROCcaller:PRINTTAB(N%,20);blank$:IFN%-2=X% THEN GOTO 430
420N%=N%-1
430PRINTTAB(N%,20);man2$:J%=2:ENDPROC
440PROCkickchars2:PROCcaller:PRINTTAB(N%,20);man2$:J%=3:IFN%-2=X% THEN PROCcheck
450ENDPROC
460PROCkickchars1:PROCcaller:PRINTTAB(N%,20);man2$:PROCstance:PROCcaller:PRINTTAB(N%,20);man2$:J%=1:C%=0:R%=0:ENDPROC
470DEFPROChikick1:B%=2:E%=2:COLOUR3:ONI% GOTO 480,490,510
480PROChikickchars1:PRINTTAB(X%,20);blank$:PRINTTAB(X%,19);man$:I%=2:ENDPROC
490PROChikickchars2:PRINTTAB(X%,19);man$:I%=3:IFX%+2=N% THEN PROCcheck
500ENDPROC
510PROChikickchars1:PRINTTAB(X%,19);blank$:PRINTTAB(X%,20);man$:PROCstance:PRINTTAB(X%,20);man$:B%=0:E%=0:I%=1:ENDPROC
520DEFPROChikick2:C%=2:R%=2:CO
```

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```
LOUR1:ON J% GOTO 530,540,560
530PROChikickchars1:PROCcaller
:PRINTTAB(N%,20);blank$:PRINTTAB
(N%,19);man2$:J%=2:ENDPROC
540PROChikickchars2:PROCcaller
:PRINTTAB(N%,19);man2$:J%=3:IFN%
-2=X% THEN PROCcheck
550ENDPROC
560PROChikickchars1:PROCcaller
:PRINTTAB(N%,19);blank$:PRINTTAB
(N%,20);man2$:PROCstance:PROCcal
ler:PRINTTAB(N%,20);man2$:C%=0:R
%=0:J%=1:ENDPROC
570DEFPROCsweep1:B%=3:E%=3:COL
OUR3:ON I% GOTO 580,590,610
580PROCsweepchars1:PRINTTAB(X%
,20);man$:I%=2:ENDPROC
590PROCsweepchars2:PRINTTAB(X%
,20);man$:I%=3:IF X%+2=N% THEN P
ROCcheck
600ENDPROC
610PROCsweepchars1:PRINTTAB(X%
,20);man$:PROCstance:PRINTTAB(X%
,20);man$:B%=0:I%=1:E%=0:ENDPROC

620DEFPROCsweep2:R%=3:C%=3:COL
OUR1:ON J% GOTO 630,640,660
630PROCsweepchars1:PROCcaller:
PRINTTAB(N%,20);man2$:J%=2:ENDPR
OC
640PROCsweepchars2:PROCcaller:
PRINTTAB(N%,20);man2$:J%=3:IFN%-
2=X% THEN PROCcheck
650ENDPROC
660PROCsweepchars1:PROCcaller:
PRINTTAB(N%,20);man2$:PROCstance
:PROCcaller:PRINTTAB(N%,20);man2
$:J%=1:C%=0:R%=0:ENDPROC
670DEFPROCsom1:E%=4:COLOUR3:ON
I% GOTO 680,700,710,720
680IFX%-3<=2 THEN E%=0:ENDPROC
690PRINTTAB(X%,20);blank$:X%=X
%-1:PROCsomchars1:PRINTTAB(X%,19
);man$:I%=2:ENDPROC
700PRINTTAB(X%,19);blank$:X%=X
%-1:PROCsomchars2:PRINTTAB(X%,18
);man$:I%=3:ENDPROC
710PRINTTAB(X%,18);blank$:X%=X
%-1:PROCsomchars1:PRINTTAB(X%,19
);man$:I%=4:ENDPROC
720PRINTTAB(X%,19);blank$:PROC
stance:PRINTTAB(X%,20);man$:SOUN
D3,-12,1,2:SOUND0,-15,6,2:I%=1:E
%=0:ENDPROC
730DEFPROCsom2:R%=4:COLOUR1:ON
J% GOTO 740,760,770,780
740IFN%+3>=15 THEN R%=0:ENDPRO
C
750PRINTTAB(N%,20);blank$:N%=N
%+1:PROCsomchars1:PROCcaller:PRI
NTTAB(N%,19);man2$:J%=2:ENDPROC
760PRINTTAB(N%,19);blank$:N%=N
%+1:PROCsomchars2:PROCcaller:PRI
NTTAB(N%,18);man2$:J%=3:ENDPROC
770PRINTTAB(N%,18);blank$:N%=N
%+1:PROCsomchars1:PROCcaller:PRI
NTTAB(N%,19);man2$:J%=4:ENDPROC
780PRINTTAB(N%,19);blank$:PROC
stance:PROCcaller:PRINTTAB(N%,20
);man2$:SOUND3,-12,1,2:SOUND0,-1
5,6,2:J%=1:R%=0:ENDPROC
790DEFPROCinit
800ENVELOPE1,3,1,0,0,1,1,2,126
,-3,71,-10,126,34:ENVELOPE2,3,0,
0,0,0,0,0,121,-10,-5,-2,120,120
810X%=5:N%=12:B%=0:C%=0:I%=1:J
%=1:R%=0:E%=0:draw%=1
820VDU23,250,&63,&63,&32,&34,&
38,&26,&23,&43,23,251,&61,&6F,&3
3,&32,&3E,&22,&22,&41,23,252,&71
,&7E,&32,&32,&3C,&24,&22,&43,23,
253,&00,&7C,&7F,&08,&08,&0C,&0C,
&0C,23,254,&7F,&60,&30,&3C,&30,&
20,&3C,&43
830VDU23,240,&FF,&80,&80,&80,&
80,&80,&80,&80
840blank$=CHR$(32)+CHR$(32)+CH
R$(32)+CHR$(10)+CHR$(8)+CHR$(8)+
CHR$(8)+CHR$(32)+CHR$(32)+CHR$(3
2)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(
10)+CHR$(32)+CHR$(32)+CHR$(32)+C
HR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+
CHR$(32)+CHR$(32)+CHR$(32)
850man$=CHR$224+CHR$225+CHR$22
6+CHR$10+CHR$8+CHR$8+CHR$8+CHR$2
27+CHR$228+CHR$229+CHR$10+CHR$8+
CHR$8+CHR$8+CHR$230+CHR$231+CHR$
232+CHR$10+CHR$8+CHR$8+CHR$8+CHR
$233+CHR$234+CHR$235
860man2$=CHR$238+CHR$237+CHR$2
36+CHR$10+CHR$8+CHR$8+CHR$8+CHR$
241+CHR$240+CHR$239+CHR$10+CHR$8
+CHR$8+CHR$8+CHR$244+CHR$243+CHR
$242+CHR$10+CHR$8+CHR$8+CHR$8+CH
R$247+CHR$246+CHR$245
870ENDPROC
880DEFPROCstance
900VDU23,224,&00,&00,&00,&00,&
07,&07,&07,&03,23,225,&00,&00,&0
0,&00,&00,&80,&80,&80,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&00,&3C,&63,&60,&C0,&E0,&70,
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&1C,23,228,&00,&60,&90,&18,&18,&
18,&2C,&2C
  910VDU23,229,&00,&00,&00,&00,&
00,&00,&00,&00,23,230,&0C,&00,&0
8,&0F,&0F,&0F,&1E,&1C,23,231,&26
,&46,&41,&C3,&E0,&F0,&F0,&78,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&3C,&3C,&38,&38,&38,&
38,&20,&F0
  920VDU23,234,&38,&3C,&1C,&1C,&
1C,&1C,&08,&0E,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
  930ENDPROC
  940DEFPROCkickchars1
  960VDU23,224,&00,&00,&00,&00,&
00,&1C,&1E,&1E,23,225,&00,&00,&0
0,&00,&00,&00,&00,&00,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&0E,&00,&19,&60,&60,&C0,&E0,
&74,23,228,&00,&40,&A0,&38,&3C,&
4C,&46,&46
  970VDU23,229,&00,&00,&00,&00,&
00,&00,&00,&00,23,230,&1C,&00,&1
1,&1C,&1E,&1E,&1E,&1C,23,231,&42
,&41,&03,&E0,&F0,&F8,&7C,&3C,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&3C,&3C,&38,&38,&38,&
38,&20,&F0
  980VDU23,234,&1B,&02,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
  990ENDPROC
 1000DEFPROCkickchars2
 1020VDU23,224,&00,&00,&00,&00,&
00,&00,&1C,&1E,23,225,&00,&00,&0
0,&00,&00,&00,&00,&00,23,226,&00
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227,&1E,&0E,&01,&18,&60,&60,&C0,
&E0,23,228,&00,&00,&A0,&38,&3E,&
47,&40,&40
 1030VDU23,229,&00,&00,&00,&00,&
00,&40,&C0,&00,23,230,&74,&1C,&0
1,&1F,&1F,&1E,&3C,&3C,23,231,&40
,&7F,&FF,&FF,&E0,&00,&00,&00,23,
232,&6C,&FC,&E8,&C0,&00,&00,&00,
&00,23,233,&3C,&38,&38,&38,&38,&
38,&20,&F0
 1040VDU23,234,&00,&00,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
 1050ENDPROC
 1060DEFPROChikickchars1
 1080VDU23,224,&00,&0E,&0F,&0F,&
0F,&27,&30,&70,23,225,&00,&00,&0
0,&00,&00,&20,&30,&38,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&60,&C0,&C0,&60,&28,&18,&0E,
&0E,23,228,&58,&4C,&46,&81,&81,&
80,&40,&E0
 1090VDU23,229,&00,&00,&00,&80,&
80,&00,&00,&00,23,230,&1E,&1C,&1
C,&0E,&0F,&07,&06,&01,23,231,&F0
,&78,&3C,&18,&06,&04,&00,&00,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&03,&06,&00,&00,&00,&
00,&00,&00
 1100VDU23,234,&00,&00,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
 1110ENDPROC
 1120DEFPROChikickchars2
 1140VDU23,224,&00,&1C,&1E,&1E,&
1E,&4E,&C0,&C0,23,255,&00,&00,&0
0,&00,&80,&C0,&E0,&60,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&C0,&D0,&90,&90,&90,&C8,&CF,
&3F,23,228,&B0,&98,&86,&46,&40,&
C1,&FF,&FF
 1150VDU23,229,&00,&00,&00,&00,&
06,&F6,&F4,&E0,23,230,&7F,&7E,&1
F,&0F,&03,&00,&00,&00,23,231,&FC
,&00,&E0,&E8,&E8,&18,&00,&00,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&00,&00,&00,&00,&00,&
00,&00,&00
 1160VDU23,234,&00,&00,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
 1170ENDPROC
 1180DEFPROCsweepchars1
 1200VDU23,224,&00,&00,&00,&00,&
00,&00,&00,&00,23,225,&00,&00,&0
0,&00,&00,&00,&00,&00,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&00,&00,&00,&00,&07,&07,&07,
&03,23,228,&00,&00,&00,&00,&00,&
80,&80,&80
 1210VDU23,229,&00,&00,&00,&00,&
00,&00,&00,&00,23,230,&38,&60,&6
8,&D0,&D0,&C8,&8F,&9F,23,231,&20
,&30,&30,&58,&58,&98,&88,&C8,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&FD,&F8,&38,&1C,&1C,&
1C,&08,&38
 1220VDU23,234,&CC,&EC,&F0,&78,&
3C,&1E,&0E,&01,23,235,&00,&00,&0
0,&00,&00,&00,&C0,&C0
 1230ENDPROC
 1240DEFPROCsweepchars2
 1260VDU23,224,&00,&00,&00,&00,&
00,&00,&00,&00,23,225,&00,&00,&0
0,&00,&00,&00,&00,&00,23,226,&00
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227,&00,&00,&00,&00,&00,&00,&00,
&07,23,228,&00,&00,&00,&00,&00,&
00,&00,&00
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00,&00,&00,&00,23,230,&07,&07,&3
B,&60,&60,&D0,&D0,&CC,23,231,&80
,&80,&A0,&30,&30,&58,&58,&98,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&9E,&9E,&CE,&CE,&06,&
00,&06,&0E
 1280VDU23,234,&68,&F8,&7C,&3C,&
1F,&0F,&03,&00,23,235,&00,&00,&0
0,&00,&00,&E0,&DC,&3C
 1290ENDPROC
 1300DEFPROCsomchars1
 1310VDU23,224,&00,&1C,&3E,&3E,&
1E,&0D,&02,&1C,23,225,&00,&00,&0
0,&00,&80,&C0,&63,&3F,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&38,&18,&1C,&0F,&07,&00,&00,
&00,23,228,&18,&00,&60,&E7,&00,&
BF,&7F,&7F
 1320VDU23,229,&00,&00,&00,&C0,&
20,&90,&D0,&D0,23,230,&00,&00,&0
0,&00,&00,&00,&00,&00,23,231,&3F
,&01,&03,&01,&03,&03,&01,&00,23,
232,&D0,&D0,&C0,&A0,&40,&A0,&D0,
&D0,23,233,&00,&00,&00,&00,&00,&
00,&00,&00
 1330VDU23,234,&00,&00,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
 1340ENDPROC
 1350DEFPROCsomchars2
 1360VDU23,224,&00,&00,&00,&00,&
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1,&03,&E7,&DA,&9D,&AE,23,226,&C0
,&C0,&60,&70,&30,&D8,&D8,&E0,23,
227,&03,&06,&06,&02,&0C,&1E,&3E,
&3E,23,228,&56,&36,&37,&16,&0E,&
1E,&7D,&79
 1370VDU23,229,&C0,&80,&00,&80,&
C0,&C0,&80,&00,23,230,&3E,&18,&0
0,&00,&00,&00,&00,&00,23,232,&00
,&00,&00,&00,&00,&00,&00,&00
 1380VDU23,233,&00,&00,&00,&00,&
00,&00,&00,&00,23,234,&00,&00,&0
0,&00,&00,&00,&00,&00,23,235,&00
,&00,&00,&00,&00,&00,&00,&00
 1390ENDPROC
 1400DEFPROCreverse
 1410FORZ%=0 TO 2 STEP 2:P%=&900
 1420[OPTZ%
 1430STA&7E:CLC:ADC£12:STA&7F
 1440.rev LDX£&70:LDY£0
 1450LDA&7E:STA&70
 1460LDA£&A:JSR&FFF1
 1470LDA£0:TAX
 1480.clr STA&81,X:INX:CPX£8:BNE
clr
 1490LDX£0
 1500.nby LDY£0
 1510.rby CLC:ROR&71,X:ROL&81,X
 1520INY:CPY£8:BNErby
 1530INX:CPX£8:BNEnby
 1540LDA£23:JSR&FFEE
 1550LDA&7F:JSR&FFEE
 1560LDX£0
 1570.rep LDA&81,X:JSR&FFEE
 1580INX:CPX£8:BNErep
 1590INC&7E:INC&7F
 1600LDA&7E:CMP£236:BNErev
 1610RTS
 1620]NEXT
 1630ENDPROC
 1640DEFPROCscreen:VDU20,19,2,4,
0;0,17,0,17,131:FORk%=8 TO 15:FO
Rmk%=2 TO 17:PRINTTAB(mk%,k%);CH
R$248:NEXTmk%:NEXTk%
 1650FORf%=8 TO 16:COLOUR128:PRI
NTTAB(6,f%);" ";TAB(13,f%);" ":N
EXTf%:VDU17,130,28,1,30,18,17,12
,26,17,128,28,0,31,1,0,12,26,28,
18,31,19,0,12,26
 1660VDU28,0,8,19,4,12,26,28,0,3
1,19,29,12,26,17,129,28,0,31,0,0
,12,26,28,19,31,19,0,12,26,28,0,
6,19,0,12,26,28,0,31,19,31,12,26

 1670VDU5:GCOL0,0:t%=450:l%=1000
:FORui%=1 TO 4:MOVEt%,l%:PRINTCH
R$250+CHR$251+CHR$252+CHR$251+CH
R$253+CHR$254:t%=t%+3:l%=l%-3:IF
ui%=3 THEN GCOL0,3
 1680NEXT:VDU4,23,1,0;0;0;0;:END
PROC
 1690DEFPROCcheck
 1700RESTORE 1550
 1710FORig%=1 TO 4
 1720READ M%,O%
 1730IFM%=B% AND O%=C% THEN PROC
man2dead
 1740NEXTig%
 1750FORgi%=1 TO 4
 1760READ M%,O%
 1770IF M%=B% AND O%=C% THEN PRO
Cman1dead
 1780NEXTgi%
 1790hj%=1:REPEAT
 1800READM%,O%
```

```
1810IFM%=B% AND O%=C% THEN draw%=draw%+1:ENDPROC
1820IFdraw%=8 THEN GOSUB 1880
1830hj%=hj%+1:UNTILhj%=8
1840DATA3,1,3,0,1,0,2,0
1850DATA1,3,0,3,0,1,0,2
1860DATA3,2,1,3,2,3,3,1,1,1,2,2,3,3,0,0
1870ENDPROC
1880a%=RND(2):IF a%=1 THEN PROCman1dead
1890IFa%=2 THEN PROCman2dead
1900RETURN
1910DEFPROCdeadchars1
1920VDU23,224,&00,&00,&00,&00,&18,&3C,&3E,&1E,23,225,&00,&00,&00,&00,&00,&00,&06,&C6,23,227,&0C,&20,&20,&60,&70,&68,&64,&34,23,228,&22,&36,&3C,&5C,&48,&20,&20,&20,23,230,&34,&13,&13,&1B,&1B,&03,&01,&01
1930VDU23,231,&C0,&E0,&A0,&B0,&90,&D0,&D0,&D8,23,233,&01,&01,&00,&00,&00,&00,&00,&00,23,234,&C8,&E8,&E8,&E8,&E0,&DB,&36,&6C
1940FORgr%=226 TO 235 STEP 3:VDU23,gr%,0,0,0,0,0,0,0,0:NEXTgr%
1950ENDPROC
1960DEFPROCdeadchars2
1970VDU23,230,&00,&00,&60,&F0,&F0,&67,&00,&60,23,231,&00,&00,&00,&00,&00,&80,&E0,&30,23,232,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&70,&3C,&0E,&03,&03,&00,&00,&00,23,234,&08,&3C,&73,&7C,&7F,&1F,&07,&01
1980VDU23,235,&00,&00,&14,&B6,&36,&B6,&B6,&B6
1990FORhy%=224 TO 229:VDU23,hy%,0,0,0,0,0,0,0,0:NEXThy%
2000ENDPROC
2010DEFPROCman1dead:COLOUR3:SOUNDO,-15,45,2
2020PROCdeadchars1:PRINTTAB(X%,20);man$:PROCdelay(300):PROCdeadchars2:PRINTTAB(X%-1,20);man$:COLOUR1:PROCstance:PROCcaller:PRINTTAB(N%,19);blank$;TAB(N%,20);man2$
2030PROCtwiddle:PROCdelay(200):PROCnextbelt(1)
2040PROCstart:GOTO110
2050DEFPROCman2dead:COLOUR1:SOUNDO,-15,45,2
2060PROCdeadchars1:PROCcaller:PRINTTAB(N%,20);man2$:PROCdelay(300):PROCdeadchars2:PROCcaller:PRINTTAB(N%+1,20);man2$:COLOUR3:PROCstance:PRINTTAB(X%,19);blank$;TAB(X%,20);man$
2070PROCtwiddle:PROCdelay(200):PROCnextbelt(2)
2080PROCstart:GOTO110
2090DEFPROCnextbelt(k1%):COLOUR129:VDU28,0,5,19,4,12,26
2100IFk1%=1 THEN belt2%=belt2%+1
2110IFk1%=2 THEN belt1%=belt1%+1
2120RESTORE2180
2130FORbt%= 1TO belt1%:READcol1$:NEXTbt%
2140RESTORE2180
2150FORtb%=1 TO belt2%:READcol2$:NEXTtb%
2160IF belt1%=6 THEN PROCwin(1)

2170IF belt2%=6 THEN PROCwin(2)
2180DATA White,Yellow,green,purple,brown,black
2190ENDPROC
2200DEFPROCstart:X%=5:N%=12:draw%=0
2210COLOUR3:COLOUR129:PRINTTAB(2,5);col1$;TAB(13,5);col2$:COLOUR130:VDU28,3,28,16,17:CLS:VDU26:PROCbow:COLOUR3:PRINTTAB(X%,20);man$:COLOUR1:PROCcaller:PRINTTAB(N%,20);man2$:PROCdelay(1600)
2220PROCstance:COLOUR3:PRINTTAB(X%,20);man$:COLOUR1:PROCcaller:PRINTTAB(N%,20);man2$:ENDPROC
2230DEFPROCwin(pl%):*FX9,3
2240VDU23,1,0;0;0;0;:*FX10,3
2250*FX15,0
2260VDU26,17,129,12,28,1,29,18,2,17,128,12,26,28,2,27,17,4,17,130,12,26
2270COLOUR3:PRINTTAB(7,5);CHR$250+CHR$251+CHR$252+CHR$251+CHR$253+CHR$254
2280COLOUR0:PRINTTAB(2,7);"CONGRATULATIONS!":COLOUR3:PRINTTAB(2,9);"You have reached";TAB(4,11);"the status of":COLOUR0:PRINTTAB(5,13);"BLACK BELT"
2290PRINTTAB(4,26);"PRESS SPACE":PROCstance:COLOUR3:IFpl%=2 THEN COLOUR1
2300PROChikickchars1
2310IFpl%=1 THEN PRINTTAB(9,18);man$
```

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```
2320IFp1%=2 THEN PROCcaller:PRINTTAB(9,18);man2$
2330*FX15,0
2340SOUND1,-14,40,8:SOUND2,-13,41,8:PROCdelay(860):SOUND1,-14,50,2:SOUND2,-13,51,2:PROCdelay(700):SOUND1,-14,50,2:SOUND2,-13,51,2:PROCdelay(700):SOUND1,-15,74,9:SOUND2,-15,75,9:SOUND3,-10,85,9
2350A$=GET$:COLOUR128:CLS:PROCinst
2360DEFPROCbow
2370VDU23,224,&00,&00,&00,&00,&00,&00,&00,&00,23,225,&01,&03,&03,&03,&0D,&10,&16,&27,23,226,&C0,&E0,&E0,&E0,&C0,&00,&40,&40,23,227,&00,&00,&00,&00,&00,&00,&00,&00,23,228,&27,&2E,&2E,&2D,&2D,&4A,&4A,&5A
2380VDU23,229,&40,&80,&80,&00,&00,&00,&00,&00,23,230,&00,&00,&00,&00,&00,&00,&00,&00,23,231,&5A,&42,&7E,&7A,&3A,&3A,&3A,&3A,23,232,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&00,&00,&00,&00,&00,&00,&00,&00
2390VDU23,234,&3A,&3A,&3A,&3A,&3A,&00,&3D,&3E,23,235,&00,&00,&00,&00,&00,&00,&80,&C0
2400ENDPROC
2410DEFPROCinst:*FX21,0
2420VDU26,17,129,12,28,1,29,18,2,17,128,12,26,28,2,27,17,4,17,130,12,26
2430VDU17,3:PRINTTAB(7,5);CHR$250+CHR$251+CHR$252+CHR$251+CHR$253+CHR$254
2440VDU17,3:PRINTTAB(3,7);"your reactions";TAB(5,9);"and quick";TAB(3,11);"thinking must";TAB(2,13);"be at their best"
2450COLOUR0:PRINTTAB(2,16);"You have 4 moves":PROCsweepchars2:PRINTTAB(6,17);man$:PROChikickchars2:PRINTTAB(11,18);man$:PROCkickchars2:PRINTTAB(6,23);man$:PROCsomchars2:PRINTTAB(11,23);man$
2460VDU17,129,17,3:PRINTTAB(4,30);"PRESS SPACE":PROCtune:VDU26,17,130,28,2,27,17,6,12,26
2470VDU17,0:PRINTTAB(3,7);"KEYS":PROCstance:VDU17,3:PRINTTAB(5,9);man$:PRINTTAB(9,9);"- CTRL";TAB(9,10);"- A";TAB(9,11);"- S";TAB(9,12);"- X"
2480VDU17,1:PROCstance:PROCcaller:PRINTTAB(5,16);"RETURN";TAB(5,17);"]";TAB(5,18);":";TAB(5,19);"/";TAB(12,16);man2$
2490VDU17,0:PRINTTAB(2,22);"W/D SOUND/QUIET";TAB(2,24);"F/R FREEZE/REST "
2500PROCtune:@%=1234567:RUN
2510ENDPROC
2520DEFPROCfreeze
2530B$=INKEY$(0):IF B$="R" THEN ENDPROC
2540GOTO 2530
2550ENDPROC
2560DEFPROCtune:VDU23,1,0;0;0;0;
2570RESTORE2650:REPEAT
2580L$=INKEY$(0):IFL$=" " THEN ENDPROC
2590IFL$="Q" THEN *FX210,1
2600IFL$="W" THEN *FX210,0
2610READP%,L%,W%:SOUND2,1,P%-20,L%:SOUND1,1,P%,L%
2620FORF%=1 TO W%:NEXT
2630UNTIL W%=1600
2640GOTO 2570
2650DATA140,3,2100,140,3,2100,145,2,1200,156,2,1300,148,2,1200,139,2,1300,134,8,4500,144,3,2100,144,3,2100,160,7,3100,145,2,1300,135,6,4500,155,3,2100,155,3,2100
2660DATA160,2,1200,171,2,1300,163,2,1200,154,2,1300,149,8,4500,159,3,2100,159,3,2100,175,7,3100,160,2,1300,150,1,1000,152,1,400,150,1,400,147,2,1100,147,2,1300,134,2,1100,134,2,1200,127,2,1100,127,2,1600
2670ENDPROC
2680DEFPROCtwiddle
2690RESTORE2750:REPEAT
2700READno%,le%,wa%
2710SOUND2,1,no%-23,le%:SOUND1,1,no%-3,le%
2720FORD%=1 TO wa%+200:NEXT
2730UNTIL wa%=2000
2740ENDPROC
2750DATA150,1,1000,152,1,400,150,1,400,147,2,1100,147,2,1300,134,2,1100,134,2,1200,127,5,2000
```

ends here ◄

**Iron Road, C+VG's October program for the Spectrum, appears to have a bug in it. If you're having difficulty, write and tell us and we'll forward on your problem to Star Dreams, the company who supplied the program, and we will publish any corrections in the next available issue of C+VG.**



● Karate programmer James Samways


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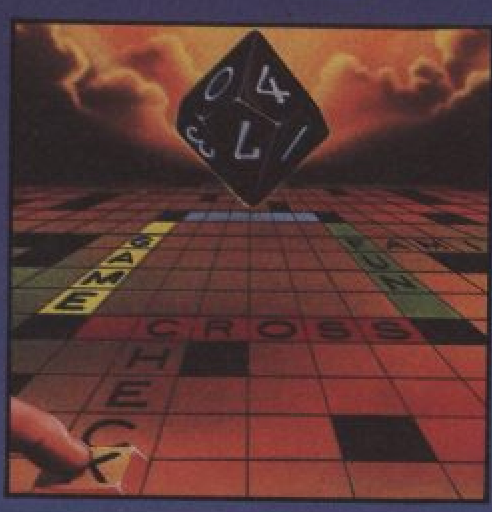
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## MIND PURSUIT

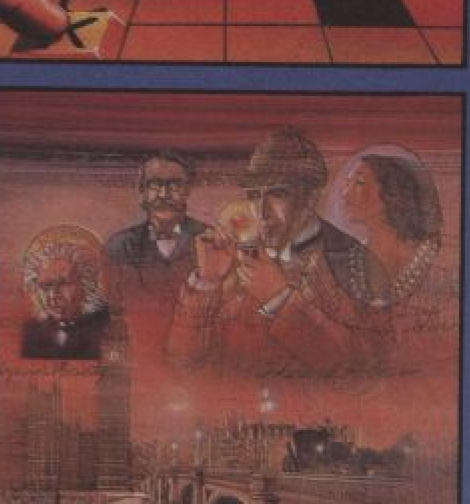
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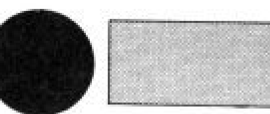



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# I.D.E.A.S CENTRAL

**Hi, Melissa R. here. This issue I.D.E.A.S Central has expanded to cover four pages — which means that each month we will be able to bring you more hints, tips and pokes for YOUR computer. And when you write to IC in the future, please enclose a recent photo of yourself — passport size if possible. Who knows, one issue you may open up C+VG and find your features staring out! Just imagine the fame at school, or being mobbed as you walk down the street! Send everything to Melissa Ravenflame, I.D.E.A.S. Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you next issue!**



## HELP • HELP

Virgin Games have been in touch with Ideas Central and asked us to pass on the following information to you. There seems to be some discrepancy between the Amstrad Disc loading instructions in the inlay and disc label and what you must type into the computer. Instead of RUN"DISC, Dan Dare requires | CPM (the | _ or bar _ is achieved by pressing SHIFT and @).

Mr Thomas of Essex would like some readers to help him on *William Wobbler.* He has only managed to last 30 seconds in the game, so he can't even get past the first hole. Has anyone done any better?

One game that seems to be causing a few grey hairs to appear is *Spellbound.* Michael Houlihan of London seems to be stuck in about the same place as everyone else — namely the casting of the Cannelabrium illuminatis spell. He has collected the shield, candle and four leafed clover, but when he tries to cast the spell it says the time is not suitable. Who knows the right time?

A regular request in I.C. HQ are pokes for *Jet Set Willy I and II.* So, dig out your copies of these games and get playing. But, remember to make sure the pokes are correct before sending them in. M Coulson of Cheshire has written in with some help for *A View to a Kill* codes — to pass from Paris Chase to Town Hall use QRS21. Town Hall to Mine QQQQQ and the code for End HRMQE. In return for these he would like some help with *Batman.* After getting all the bat equipment where does he go from there? He can't go back the way and every other direction leads to a dead end.



## POKES • POKES

Seems as though the pokes we printed for *Cauldron II* didn't work, so here, courtesy of Nick and Stephen of Hants, are the correct pokes. (I hope!)

```
1 SYS 63276:POKE 783, 1:
POKE 830, 34:POKE 832,
50:SYS 62828
2 FOR K=679 to 767: POKE
K, PEEk (K+8192):NEXT
3 POKE 961, 169:POKE 962,
115:POKE 963, 141:POKE
964,245:POKE 965, 128 4
SYS 686
```

Now rewind the tape to the beginning and type RUN, the game will then load. Thanks lads!



## QUICKIES • QUICKIES

On Ocean's *Nightmare Rally*, Andrew Bird of Sheffield recommends that you accelerate the car till it reaches a reasonable speed then hit the keys 'Q' and symbol shift simultaneously. Your car will then accelerate away very rapidly driving straight through the obstacles until it reaches the end of that stage, automatically qualifying for the next. To score maximum points wait until your car turns red then use the cheat. This cheat works when using the keys or cursor joysticks, but Richard has not tried it when other joysticks are used. By the way, who can give Richard a poke for *Monty Mole?*

Want to be a little horror without going to too much

continued ▶

trouble? P Limmons of High Wycombe found this bug in *Jack the Nipper.* Collect the key and go to the museum. Enter the secret passage and go into the haunted house. Get the horn from the shelf and scare the three cats in the house, playskool and police station. Leave the police station until last. Once you have scared the cat, leave the room and then come back in again. All you have to do now is wait until the two police men are on the opposite side of the room and then fire continuously. Your rating will now go up by about 5% every time you sound the horn.

If you want to beat all the opponents on *Karate Combat* for the BBC then load in the game as normal and play a two player game. When the game is finished it says press the space bar, but, instead of this, press Escape key. This will then put you on a one player game with whatever controls you were using in the two player game. Apart from this, it will also stop your opponent fighting back, therefore you can beat the highest ranking 'The Master' — just like Tony Sinnett of West Sussex.

After using most of your torpedos and shells, on Microprose's "Silent Service, Neil Flannigan of Tyne and Wear, suggests that you go over to the map and press run/stop until "ready" appears. Type in "RUN" and press return. This will take you back to the "continue patrol" option stop. The next time you have a look at the gauges you will have 24 Torpedos and 80 shells, which is of course what you started with!!

I have been getting quite a few letters from irate Spectrum owners who think that over the last few months IC have turned their backs on games tips and hints for their computer, in favour of Atari and BBC. But, never fear, Lieutenant Lawws's first job was to go out and track down a couple of games tips to keep you happy. First up is Patrick Walsh of Slough who has these Do's and Don'ts for *Paperboy* by Elite.

**Do:**
Runover flowers of non-subscribers — 50 points
Knock the lids off the bins (with the papers) — 250 points
Hit gravestones — 250 points
Hit lamps — 250 points
Hit bird-wash fountains — 250 points
Throw papers into holes beside houses — 250 points
Smash windows of non-subscribers — 250 points

**Don't:** Go slow near dogs and people or go-karts. And don't go head on into kerbs.

Mind out for — skateboards, road diggers, giant wheels, bombs, dancers, fences and fire hydrants.

To get Extra lives — deliver one paper on Monday, then on Tuesday deliver one again to the same house, which will gain you a perfect score, an extra life and a re-subscriber. On Wednesday you will have to deliver three papers to get a perfect score.

# VIC 20  VIC 20

Mario Richard of Lancs appears to be our only Vic 20 reader left, or he's the only one interested in sending in pokes. This time he has three for *Multitron.* For infinite lives: load the game and reset the computer. Now type POKE 4822,234:POKE 4823,234: SYS 7373

*Phantom Attack* — for 255 lives: load the game, reset the computer and enter POKE 36865,20:POKE 36867,31:POKE36869,252: POKE 7579,255:SYS 5120

*Caterpilla* — 255 lives — load the game and reset. Type POKE 5516,255: SYS 6267

# SPECTRUM  SPECTRUM

Matthew Clark of Bristol tells you how to get the various Bat-equipment for Ocean's *Batman.*

The Batbag — from the start enter the door on the right and go through the entrance which faces up the way. Get past the sentries by waiting until one is just past you, then walk through. Go in the door at the other end. The Batbag is guarded by one sentry. Stand opposite the bag out of the sentry's path. When he passes you walk to the right and get the bag.

The Batboots — enter the room on the right. Save the game by touching the still object. Go through the door. The conveyor belt will take you near a sentry. Follow him up. Keeping your finger on the left, walk on the block just before the boots. When the guard passes get the boots. Go back on the block as before. When he goes past again, go down Jump onto the belt and continue doing so to enter the door facing down.

The Bat Thruster — follow the path down and get past the 'dogs' (you may have to practise this one) Get "5" object in the room down from the dogs and face the cases. Press key get/jump to save game by touching object on top. Enter the door on the left. Go to the other side of the table and stand on cloak, just on the floor. Jump to table, then onto next table. Leap on to the ball and walk across and get the thruster. Go out of the room.

The Bat Belt — enter the room on the right. Stand on the edge with cape and press jump & right. Keep you finger on these keys and you will leave the room. Enter the room up, then the room on right. Jump on one object. Get it. Push another towards the right conveyor belt. Jump on the pushed object and press Get. You should now have two objects on top of each other. Take the other object and place it by the two. Jump on it and then press jump/get. Press Get and you will be on 3 objects Jump onto the belt, then on to the moving block. It will take you upwards, jump towards the bat belt to get it.

Richard Gaunt of Staffs has sent in the following tips for *Quazatron.* It is best to build up your power unit then drive, chassis, weapons and devices. If your droid is running out of energy use a recharge plate. When running out of power, if the interfaced parts burn out before you can recharge or grapple another power until then you can recharge your old chemifax off the nearest energy plate before you blow up! The detector defends against disintergrator. Lazer shields defend against any laser. Pulse lasers have no effect on battle droids or other high class droids and if possible get a disruptor shield before going to another level.

# COMMODORE  COMMODORE

E Nieland, a regular contributor to IC, has sent these tips for *Hacker II.*

First of all you will have to Logon and the codes for that are Title, Cover, Demo, Demo Pam, Wami, Dome and Gomes. The Logon I.D. number is 00987 and with this number you can skip the identifying of the panel controls and start directly on the MFSM.

# SO WHAT'S NEW
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**FUTURE: After the Peru trip the Atari ST is due for a bit of pounding - a new project is planned which should be totally ZARJAZ. Suffice to say that COLOURSPACE addicts should expect something interesting in 1987...**
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# COMMODORE

During the game you have to open several filing cabinets, so here are the access codes
First filing cabinet : red 7
Second filing cabinet : white 6
Third filing cabinet : blue 1
Fourth filing cabinet : white 50

When you are at the vault remove a document from the file marked 'Decoy' as you will find a micro-electronic transmitter inplanted which will lead you in the right direction.

For identifying the block diagram use the keys 2 3 6 4 1 7 5

When you first start the game, your best bet is to mess about with the video screens before anything else. Once you have practised over-riding the video systems, start learning how to control the robot. There is no point getting to deep into the game if you cannot do these things as you will become a corpse very fast. So practise



## PANEL CONTROL BUTTONS

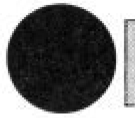
VHOLD — adjust vertical hold
CAM — monitor 1 of 38 live cameras
VTR — view 1 of 38 pre recorded tapes
MON — intercept 1 of 2 security monitors
TGS — enable telemetry guidance system
BVP — bypass cameoa with video tape
MRU — activate mobile remote unit.
+ − — after pressing CAM, pressing these will let you see all cameras

The play stop pause ‹‹ and ›› keys are to see the pre recorded tapes.

That's all for *Hacker II* but here's another couple of quickies from Nieland.

If you type something dirty on *Tau Ceti* (when you're in computer mode) something strange will happen!!!

*Biggles'* codes — chox, away, aces, high.

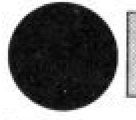


# MSX • MSX

Yipee another MSX reader with a poke. This time J R Mawhinney of Staffs has one for Turmoil. Which will give you infinite lives. Load in the loader program by typing Load "CAS:" After the 'ok' prompt, get the LIST. This is a one line list. Delete the ', R' at the end of the line and type in the following.

```
10 POKE &HEOC1, &HOO
20 DEFUSRO=&HE646:A=
USR(O)
```

This has the effect of stopping the program from deleting a life each time you get caught. Using this system JR discovered a flaw — there is no way to get the oil can on screen 'P'. Anyone else know how to do this



# ATARI • ATARI

Since the first Atari tip appeared in IC, we have been getting a steady flow of letters with pokes and hints for fellow Atari users. This month was no exception and here we have a selection of them.

Joost van den Meerendonk of Holland is first up with these tips. *Bruce Lee* (player vs computer). Collect all the lanterns on the first three screens, then go back to the second screen. Don't go down to the next screen, but run to the centre and climb up. The ninja will appear and fall down. He will land next to the hole in the ground. When the Yamo appears, there's a good chance he will fall on top of the Ninja. If this happens, jump on top of them. They will walk into the opening and you will score about 6,700 points. Do this about eight times to get an extra life.

*Crystal Castles.* In the very first screen, move to the left corner and jump. This will warp Bentley Bear to level three. At the Crossroads, on level five, stand at the top of the screen and jump to warp to level seven. Beware of the tree. To get rid of the bees, press the space bar before starting the game. The words "press start" will change colour and the bees will no longer trouble you.

On *Chimera* when you take the warhead to a computer (and push a button) you get the message "You must find a" and then the game crashes. Joost would like to know if this is a real bug or a faulty disk?

Samer Saba of Middlesex has loads of tips that he wants to share with you, so, let's get on with them.

Whey playing *Ghost Chaser* type FANDA and you will go to a secret level. On *Ollies Follies,* type FRANK to jump to room five and FANDA to jump to room nine.

If you can not find a lift on *Mercenary* go to location 3:00 and you will find one. Press E to open it and on *One Man and his Droid* some of the secret words for jumping levels are Atari and Coffee.

The last one for the Atari is from Simon Stokes of Birmingham and its for *Karateka.*
On the first stage stand perfectly still, just out of range or the guard. He should start to demonstrate his prowess by narrowly missing you with kicks and punches. Eventually he will step one pace towards you and you should then make a high/low kick. It doesn't matter if you don't make contact because when you stand upright, your leg should be across your opponent's. As soon as this happens, rapidly press the fire button causing your karateka to land several punches. Eventually the fighters will separate and you should repeat the above steps until you knock his strength right down. One point to remember is that the second level can only be reached by running into the wizard's stronghold and not by defeating a set number of guards, so you should run towards the temple whenever possible. That way you will encounter the least number of guards along the way.

The second level guards can be dealt with in much the same way, but, beware of their increasing skill to kick three of four times in quick succession. If at any point your strength falls to a dangerous level, walk backwards to regain precious points, but keep up a barrage of mid-height kicks to keep your opponent's strength down.

The eagle possesses a serious threat on this level because it will fly at you between guards and will knock two points of strength off before the next bout of fighting. The only way to avoid this is to judge the eagle's height and end it packing with a well-time kick. The entrance to the third level is extremely dangerous. Walking beneath the portcullis causes the bars to drop, so step back and stand up straight. The bars will gradually rise and you should prepare to run under when the bars are high enough.

The third level consists of a small hallway and a series of rooms with a fighter in each. Defeat the fighters as explained earlier and kick the door open to go into the next room.

After defeating one fighter your strength will shoot up. This means that behind the next door is the eagle. As soon as you open the door, the eagle attacks and will fly back into the room, only to return seconds later. By standing near the far door you will get the best chance of timing your kicks. Five kicks are needed to kill the eagle. Next comes the wizard. Kick the door open and walk in punching. The wizard will push you out and his attack. One method dealing with him is to rock back and forth using mid-kicks to knock his strength down. You should keep the same distance between the two. When the wizard advances, retreat.

If you defeat Akuma, you can run and rescue Mariko, but, don't show her any signs of aggression. . . you'll regret it. By the way, does anyone know the password for *Whirlinurd* to play level E?








CBM 64 Screen shots.

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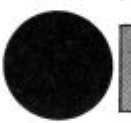
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# AMSTRAD • AMSTRAD

Remember our friend Richard Aplin, our Amstrad freak who always sends pokes that work. . . well, something strange appears to have happened to him! Every since his summer holidays he keeps writing to me in French — just as well I remember my school girl French, Richard. Parlez Francais? Richard's poke this month is for *Starquake*.

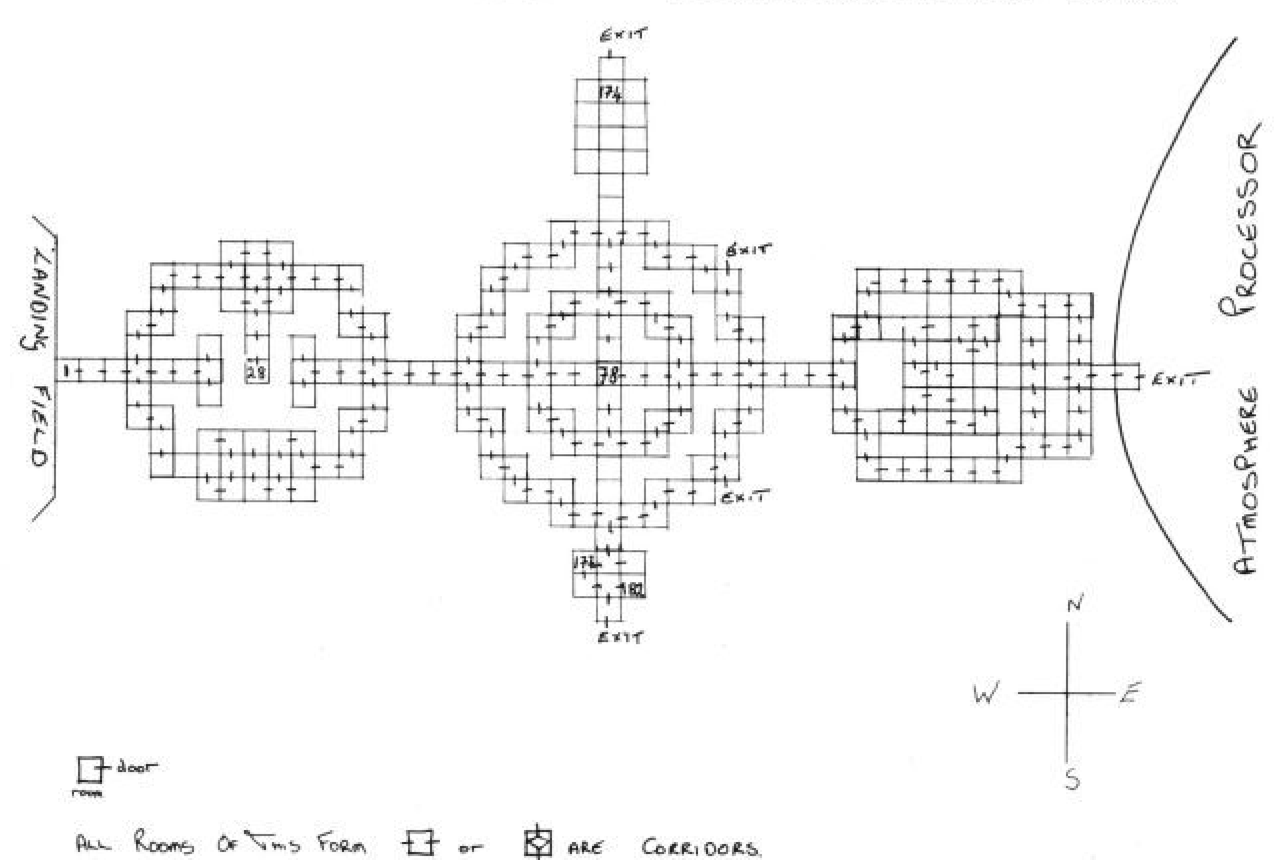
```
10 REM *** Gremlin's cheat routine for StarQuake. Keep these line nos. ***
20 lin=30:MODE 1:BORDER 0:INK 1,26:INK 0,0:FOR t=&B666 TO &B79F STEP 60:lin=lin+
10:ck=0:FOR y=t TO t+59:READ a$:x=VAL("&"+a$):POKE y
,x:ck=ck+x:NEXT:READ a:IF (ck AND 255)<>a THEN PRINT"Data error in ";lin:END ELS
E NEXT
30 CALL &B666:RUN"!
40  DATA 21,7E,B6,22,A2,BC,3E,C3,32,A1,BC,21,1B,B7,7E,FE,FF,C8,CD,5A,BB,23,18,F6
,E5,1,86,B6,C5,CF,36,A8,E1,7C,FE,65,C0,21,17,B7,11,9B,
[redacted]2D,1,4,0,ED,B0,21,FD,20,CD,C4,B6,21,C6,22,CD,C4,B6, 1
50  DATA 21,CC,B6,11,36,7,1,3C,0,ED,B0,21,8,B7,11,C4,26,1,E,0,ED,B0,21,8,B7,11,A
1,24,1,8,0,ED,B0,C9,6,3,36,0,23,10,FB,C9,2E,2E,2E,2E
,43,48,45,41,54,63,2E,2E, 2E,2E,4D,4F,44,45, 10
60  DATA 2E,62,2E,43,4F,55,52,54,45,53,59,61,2E,2E,2E,2E,2E,4F,46,2E,2E,60,2E,47
,52,45,4D,4C,49,4E,2E,5F,2E,2E,2E,2E,2E,2E,2E,2E,2E,
5E,47,52,45,4D,4C,49,4E,53,20,20,48,4F,4D,45,20,32,40,A4, 153
70  DATA 0,47,72,65,6D,6C,69,6E,20,70,72,65,73,65,6E,74,73,20,74,68,65,20,53, 74
,61,72,51,75,61,6B,65,D,A,63,68,65,61,74,20,70,72,6F
,67,72,61,6D,2E,20,43,72, 61,63,6B,65,64,20,4D,43,4D,4C, 236
80  DATA 58,58,58,56,49,20,62,79,D,A,47,52,45,4D,4C,49,4E,20,66,6F,72,20,4D,65,6C,
[redacted]69,73,73,61,20,61,6E,64,20,61,6C,6C,20,6D,79,D,A,66,
[redacted]65,6C,6C,6F,77,20,64,72,6F,69,64,73,20,61,74,20,49, 113
90  DATA 64,65,61,73,20,43,65,6E,74,72,61,6C,2E,FF,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0, 179
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# ALIENS' MAP

Below in our specially compiled map by the games designer Mark Eyles, we show you all 255 rooms of the colony base, which include the control room, armoury, and the medical research centre. WE won't Spoil the game by telling you where the Queen's Hatchery is located. In the game you have control of 6 characters, Ripley, Burke, Bishop and 3 troopers who move about the rooms destroying anything that gets in their way. Each character is equipped with a camera in their helmet to enable you to see what is in front of them.

ROOM 1 MOBILE TACTICAL OPERATIONS. ROOM 28 ARMOURY. ROOM 78 CONTROL ROOM. ROOM 174 GENERATING ROOM. ROOMS 177 — 182 MEDICAL RESEARCH BLOCK.



**The great Christmas extravaganza**

# 9th official commodore computer show



## LOCATION

**Champagne Suite & Exhibition Centre, Novotel, Hammersmith London W6**



## HOURS

**10am-6pm Friday, November 21**

**10am-6pm Saturday, November 22**

**10am-4pm Sunday, November 23**



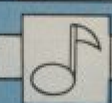
## RANGE

On show: the entire Commodore family – from the C16 and Plus 4 to the 64, C64, C128 and the fabulous Amiga.



## PRESENT TIME

Looking for ideas for gifts? Take your pick from many thousands of products from stocking fillers to major presents, including all the latest software and hardware releases.



## MUSIC HALL

When the versatile C64 takes to the stage you'll be treated to an amazing kaleidascope of sound and music.



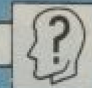
## GEOS

Windows, icons and pull-down menus – see the innovative GEOS in action.



## AMIGA VILLAGE

The centrepiece of the whole show – this is where you'll see for the first time the exciting new products that will make the Amiga the most talked-about computer range of them all.



## WHO'LL BE THERE?

Everyone who's anyone in the growing Commodore world – including a number of mystery celebrities. The last time a Commodore Show was held in London it attracted a record 20,000 visitors.



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**November 21-23 1986**

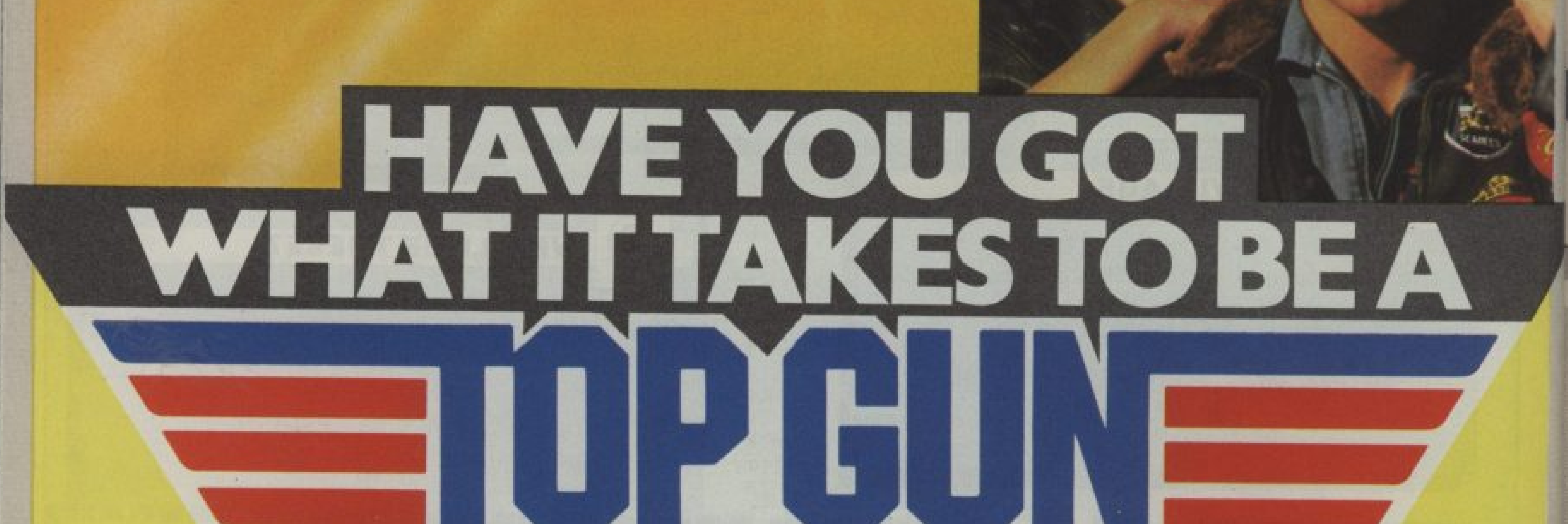
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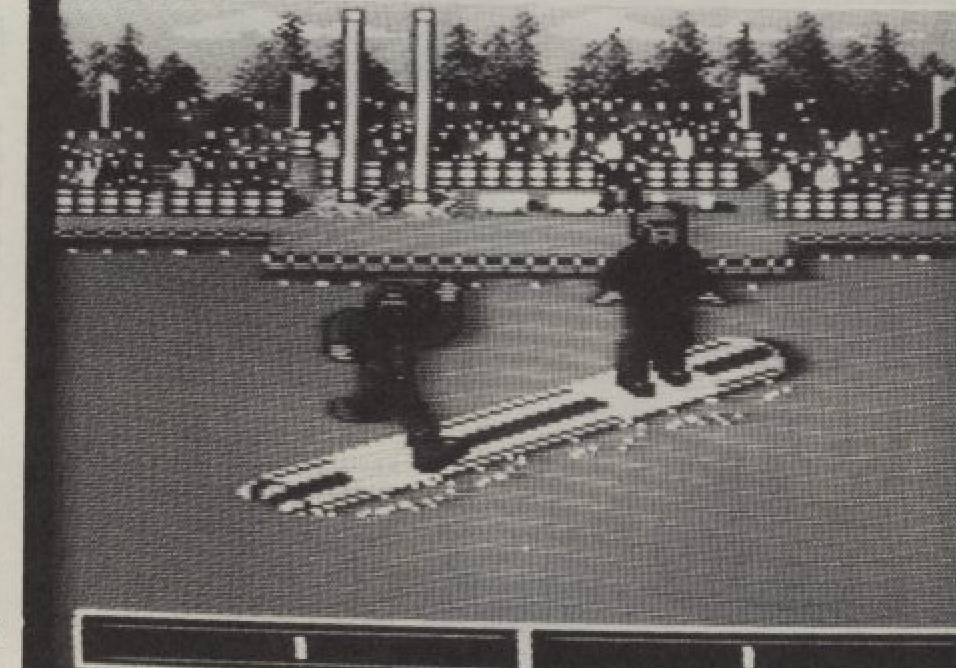

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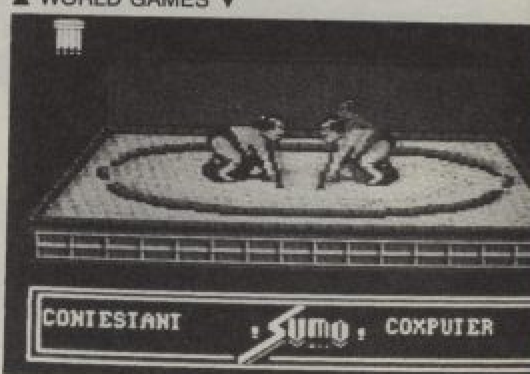

ocean

# HOT HITS for Christmas

**Who says American software has got dull, predictable and boring? Well, C+VG may have been guilty of something like this. But our US ace reporter Marshal M. Rosenthal was determined to prove us wrong with this bunch of hot stuff from the States. And with release dates here and in America getting closer every week you'll soon be seeing these games in our green and pleasant land . . .**



▲ WORLD GAMES ▼

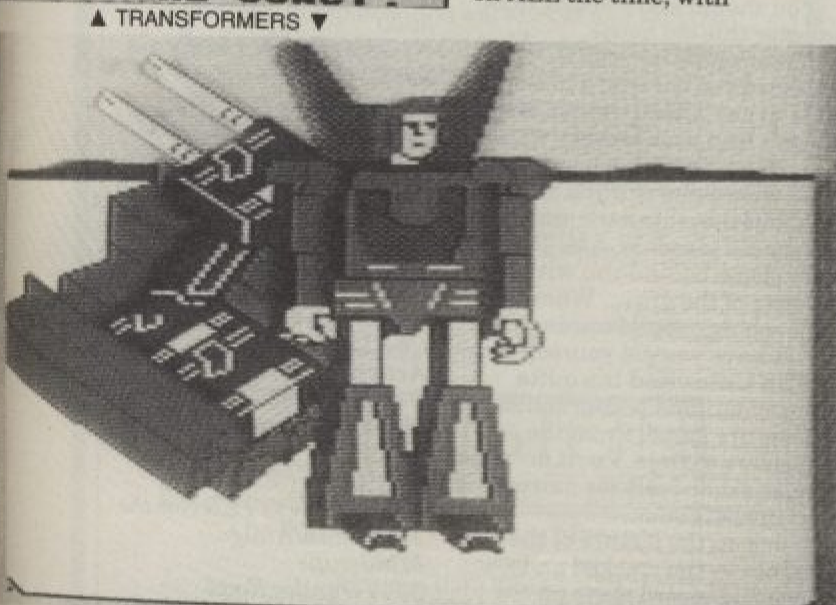



**The Transformers: Battle to Save the Earth.** The Decepticons, have developed a plan to reduce all of Earth to rubble in a bid to gain enormous power. Only your Autobots can stop them! Plan your strategy on the map. Send Cliffjumper or Hound, or Pipes, or any of the eight Autobots to various locations and prepare for an attack.

Where will the Decepticons strike? At the Andreas Zoo? The Shuttle base? The offshore Oil Platform?

PIPELINE JUNCT .

▲ TRANSFORMERS ▼



Plan your strategy. Will you send the fast Bumblebee, or the slow but powerful Rodimus Price?

The robots possess strength and energy in proportion to their size (use the status screen to check). Watch them change from robot to car, or truck and back again.

Tune in on their view screen and attack the invaders with devastating firepower. Watch out, the planes are getting too close. Transmission, damaged from shelling — energy low. Return the Autobot to base while shifting to another robot's view screen. Beware, for failure increases the threat to Earth's safety. But don't rack you brain deciphering the clues for now — get those Decepticons!

There's a ton of action going on ALL the time, with explosions, moving figures, animation and a continuously running musical track. Side two of the disk features the story of the Autobots and is narrated by a robotized voice as illustrations fill the screen. All I can say is that if you like action, you're gonna love Transformers.

**Gamemaker** fans will be happy to see the arrival of the new Library disks. The first two our are Sports and Science-Fiction. Both include a variety of sprites, scenes and sounds that can be integrated into your own programs.

Scenes include Archery, Boxing, Darts, Sking, Planets, Stars and Meteors.

Sprites include golfers, baseball players, flying saucers and bug eyed monsters.

Sounds echo with balls being smacked and ray guns zapping.

Completing the packages are a number of musical themes.

For those who want to know, **Gamemaker** is soon to come out for the Amiga and Atari ST. It should be awesome.

Return to World War 2, and one of the greatest little bombers of the Royal Air Force, the Mosquito. A lightweight wooden fuselage combines with Rolls-Royce Merlin engines to create a darting, lightning-fast that painfully stung the Germans again and again.

Now it's time to see if YOU can handle the "Wooden Wonder" in an exciting, multi-screen game from **Accolade, Ace of Aces.**

First choose a mission. Start easy, or go for a Nazi sub or V2 rocket bae. Select weapons based on mission and experience.

But you can read more about **Ace of Aces** in this month's review section.

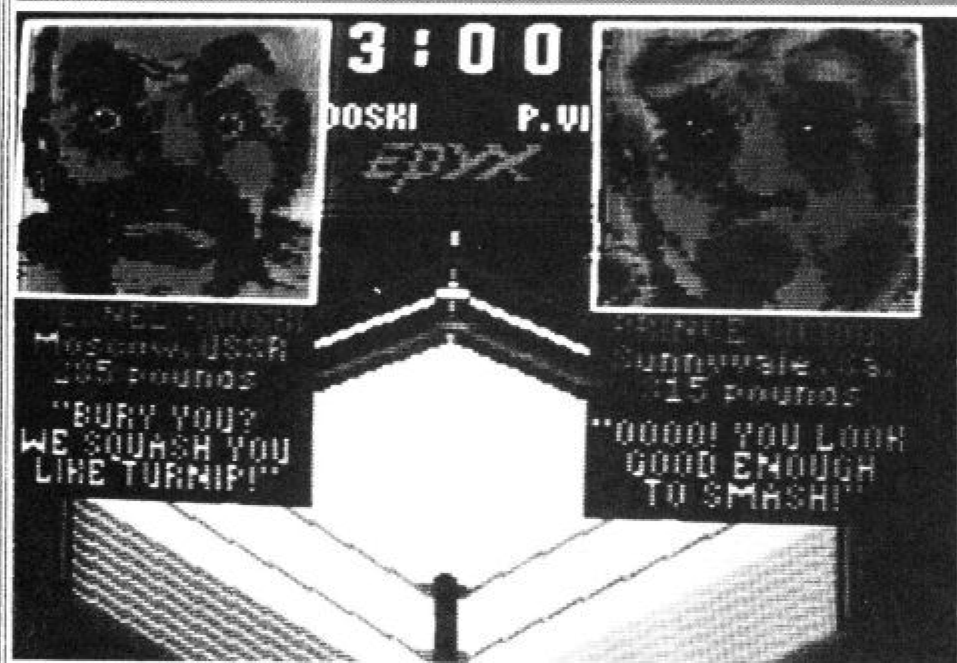
Holidays mean fun. Computers mean fun. Put the two together and you get **Paper Models: The Christmas Kit** from **Activision**.

The disk is filled with all sorts of holiday decorations and patterns that you can use, adapt and put together with your own designs (using a painting program).

Create tree ornaments, gift wrap decorations, even a

► CONTINUED ON PAGE 110

▶ CONTINUED from page 110




▲ WORLD CHAMPIONSHIP WRESTLING

UNINVITED

▲ UNIVITED

Christmas village.

The secret is that everything has been designed to be folded into three-dimensions shapes.

Paste the print-outs onto cardboard or stiff paper, and assemble along the dotted lines to form tree ornaments, gift holders, a locomotive, even that perennial old sourpuss Scrooge.

There's plenty inside the box as well. A decorator's guide will help in planning your creations. Also included is a ruler, green and red felt-tip pens, a glue stick and heavy card stock. Even five jingle bells! Say Happy Holidays by giving personalised attention to your friends and family.

If the holidays start to get you down, maybe a good session with a psychiatrist will help. Save your money by telling your troubles to **Dr Xes**, the Shrink-in-the-Box from **Finally Software** He'll lead you through a therapy session that will have you climbing the walls (padded of course).

The doctor will ask you all kinds of questions as he probes into your very being. You reply as you see fit. Did I mention that the Dr SPEAKS to you? He's kind of a gruff son-of-a-gun, but at least he smiles occassionally. I guess I forgot about his face being on the screen too.

You respond to him on the keyboard. Talk about anything and everything. Do it seated, or lying down (if your fingers will stretch that far). Dr XES is patient and understanding, but he doesn't tolerate being ignored. Hesitate too long and he might bring up your mother again.

The Games are back. What Games? World Games. Players hungry for more Olympic-style challenges will be delighted because **Epyx** has assembled a set of truly international competitions, all along the lines of their successful Olympic Game series (*Summer Games, Summer Games 2, Winter Games*).

You and your joystick will circle the globe, participating in difficult and exotic sports.

Dive off the jagged cliffs of Mexico, where a few inches means the difference between success and death.

Jump barrels in Germany, hold on for dear life as a bull takes you for an afternoon spin in the American west.

Eight events will challenge your skill and test your daring. Those feeling a bit daunted can warm up with log rolling in Canada or caber tossing in Scotland (Give it a go, Lesly?).

Take on the computer, or have up to eight fellow competitors.

There's even a travelogue feature to inform and add to the enjoyment of the locale. All with pleasing graphics, great sound, and the exceptional attention to detail you've come to expect. So go on — go for Gold.

But I hear you fans of the gentle art of wresting grumbling about being overlooked. Don't despair — **Epyx** has seen the light. Presenting **Championship Wrestling**, with such quality competitors as Purple Hays, Zeke Weasel and B.C. Colossus.

In fact, there are eight of these guys on the circuit, and you can battle to your heart's content (after assuming the persona of any one of them).

A status line indicates a player's strength, which affects both his performance and stamina.

Prior to the main event, the two participants are given a chance to wish the other luck (ie they trade off insults).

The ring is three-dimensional, and has nice, hard turnbuckles aching for someone's head (try to make sure it won't be yours).

Enter the ring and use any variety of 25 moves to pound your electronic opponent into lunch meat.

It's all done with joystick/button combinations, natch, and each "wrassler" has a special move all his own which he will be more than willing to demonstrate to his opponent.

What about sound effects? Besides cute musical themes to introduce each member of this scientific sport, there is also a full symphony of grunts and groans as body parts are rearranged. Plus encouragement and jeers from the fans.

The crowd isn't very passive by the way — in fact they tend to get downright nasty.

Action isn't confined to the ring either. There's always the possibility/inevitability of being tossed over the ropes. **Championship Wrestling** finally brings dignity to the musch-maligned sport of science and skill. And poke out anyone's eyes who tells you different.

You should know better than to enter this old house. Unfortunately, a) you've smashed you car into a nearby tree, b) are getting rained on and c) can't find your brother who was, WAS, in the car with you.

So where else can you go for help but into this dark and musty old place? SLAM! The door closes behind you with the finality of the grave. Where is that sobbing sound coming from! What have you got yourself into?

**The Uninvited** is a quite unconventional text/graphics adventure game. From the designers of **Deja Vu**, it uses the mouse exclusively for movement and investigation.

Click on the picture of the old victrola — the cracked and repeating record plays an old Rudy Valee tune.

Check everything, clues abound as do things go bump in the dark.

The main graphics window displays each location, and a bottom screen highlights text information.

Unlike a static screen, furniture can be moved around and doors and closets opened. Though it might be wiser to leave some things alone.

Icons indicate health, status and additional information. A small graphics window to the right of the main screen shows various exits and passages pertaining to the area you're in.

Digitised sounds are most realistic . . . and discomforting.

Animated figures appear and aren't there just for show.

There are also other suprises, but they're much too horrible to mention. Yet . . .

*Author's bio: Marshal M. Rosenthal is a New York photographer and journalist for a number of domestic and overseas publications, dealing in computers, video and high-tech.*

*PRODUCTION INFORMATION:*

*ACE OF ACES (C64/128):*
*Accolade (US Gold in UK)*
*20833 Stevens Creek Blvd.*
*Cupertino, California 95014*

*CHAMPIONSHIP WRESTLING/WORLD GAMES (C64/128, Atari ST and Amiga/World Games only):*

*Epyx*
*600 Galveston Drive*
*Redwood City, California 94063*

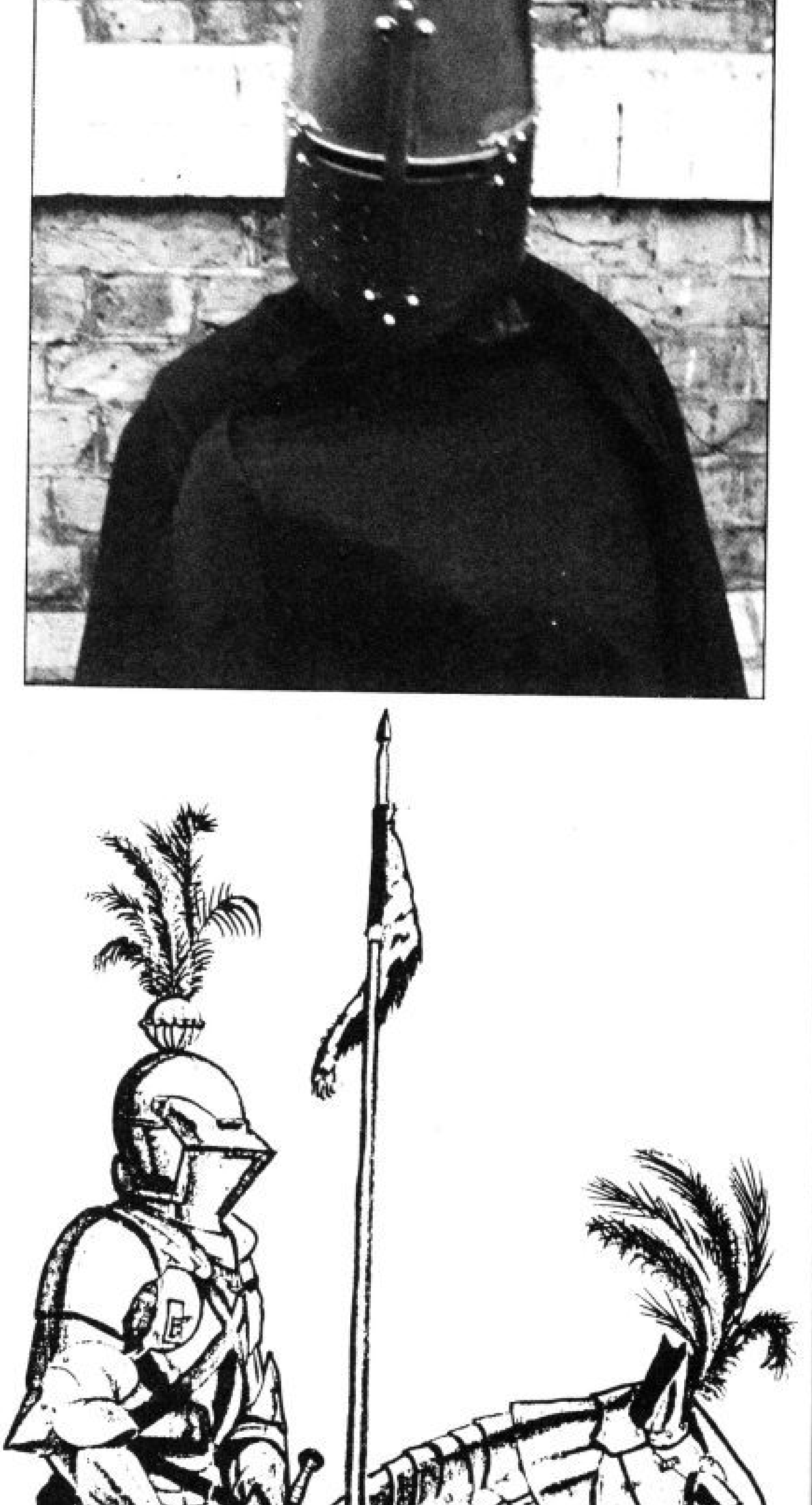
*DR. XES (for the Atari ST/Amiga):*
*Finally Software (formally Rosetta Stone)*
*4000 MacArthur Blvd., suite 3000*
*Newport Beach, California 92663*

*GAMEMAKER: SPORTS LIBRARY, SCIENCE-FICTION LIBRARY/PAPER MODELS: THE CHRISTMAS KIT/THE TRANSFORMERS: BATTLE TO SAVE THE EARTH, VOLUME ONE (all for the C64/128):*
*Activision*
*P.O. Box 7286*
*Mountain View, California 94039*

*THE UNINVITED (for the MacIntosh/Amiga):*
*Mindscape*
*3444 Dundee Road*
*Northbrook, Illinois 60062*

# Firelord

## • COMPETITION



OK, so you've got your trusty broadsword, polished up the old questing armour and given your shield a coat of bright new paint — but there's something missing, right? Suddenly it strikes you like a bolt from a wizard's staff. You haven't got a helmet! What self respecting knight could go on a quest without one? What would the guys gathered at the Round Table say when they saw you — a naked knight! Well, never fear C+VG is here! We've got hold of a golden helmet that would grace even the most fashion conscious knight's bonce.

It once belonged to the Firelord — hero of Hewson's latest game. And they've agreed to donate it to the winner of our grand Firelord competition. As well as the great golden helmets the winner will also get a copy of Steve Crow's latest epic which will be available on the Spectrum, Amstrad and 64. Then 25 runners-up will be able to claim a copy of the game. Now, here's what we want you to do.

Steve Crow's game is set in a land ruled by an Evil Queen, is populated by Flame Ghosts, a friendly dragon, and is generally weird and mysterious. We'd like you to draw or paint us a picture of any of the characters featured in the game. You could draw us the friendly dragon, the Evil Queen, a Flame Ghost or even the Firelord himself. You can use anything you want to create your picture and makie it as big or small as you wish.

Once you've got it together send your entry to *Computer and Video Games*, Firelord Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and Big Red's decision is final. The competition will be judged in three aged categories, under 12, 12-15, 15 and over.

C+VG/Hewson Firelord Competition

Please fix this coupon to your entry

Name: ..................................................

Address: ..................................................

..................................................

Age: ...............

Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐ (tick box)

# COMPETITION RESULTS

**Hubble, bubble — it was every witch way and win with Cauldron, a knight to remember with Ghost 'n' Goblins and a real thriller with Zoidzilla.**

**Yes, it's competition results time and we've printed a selection of winners from three recent C+VG art competitions.**

First up is Cauldron. First prize of a golden pumkin mounted on a wooden base with a plaque goes to Nalin Solanki, 15, of 52 Lansdowne Road, Ilford, Essex. Paint sets go to Anthony Taylor, 6, of 19 Woodfield Road, Tredegar, Gwent (under 10 winner); Paul Telford, 15, of 39 Craighlaw Avenue, Waterfoot, Eaglesham, Glasgow (10-15 winner); Martin Rogan, 18, 59 Edith Street, Consett, Co Durham (over 15 winner).

The following 20 runners-up get copies of Palace Software's Cauldron and Cauldron II: Angus Lee, 16, 7b Rosemount Sq, Aberdeen, Scotland; J. R. Dawson, 14, 19 Nightingale Ave, Chelmsleywood, Birmingham; Phil Irish, 19, 29 Ragleth Gdns, Monkmoor, Shrewsbury, Shrops; Stewart Dean, 15, Crow Hall, Weset Lexton, Kings Lynn, Norfolk; Graeme Robb, 14, 23 Traquair Park West, Edinburgh; Gerben den Heeten, 14, Berkenrodelaan 23, Amstelveen, 1181 Ah, Netherlands; Simon Docwra, 14, 7 Monument Lane, Chalfont St. Peter, Bucks; Russell Mills, 14, 57 Molyneux Dr, Bodicote, Banbury, Oxon; Kevin Curtin, 13, 36 Elmgrove, Nairn, Scotland; Nicky Watson, 13, 38 Hummers Knot Ave, Darlington, Co. Durham; Matthew Wade, 12, 105 Rochdale Rd, Middleton, Manchester; Timothy Eggelton, 12, Milton Keynes; James Baylay, 12, Worcester; Nicholas Beesley, 12, Warrington, Andrew Carr, 11, 37 Glebeville, Leek, Staffs; Crispian Hall, 11, London Joanne Hough, 6, 96 London N21; Susan Knott, 8, Rathfarnham, Dublin 14; Zoe Miveld, 11, 47 Amaulla Rd, Croxteth, Liverpool; Andrew McAvoy, 10, Southend-on-Sea.

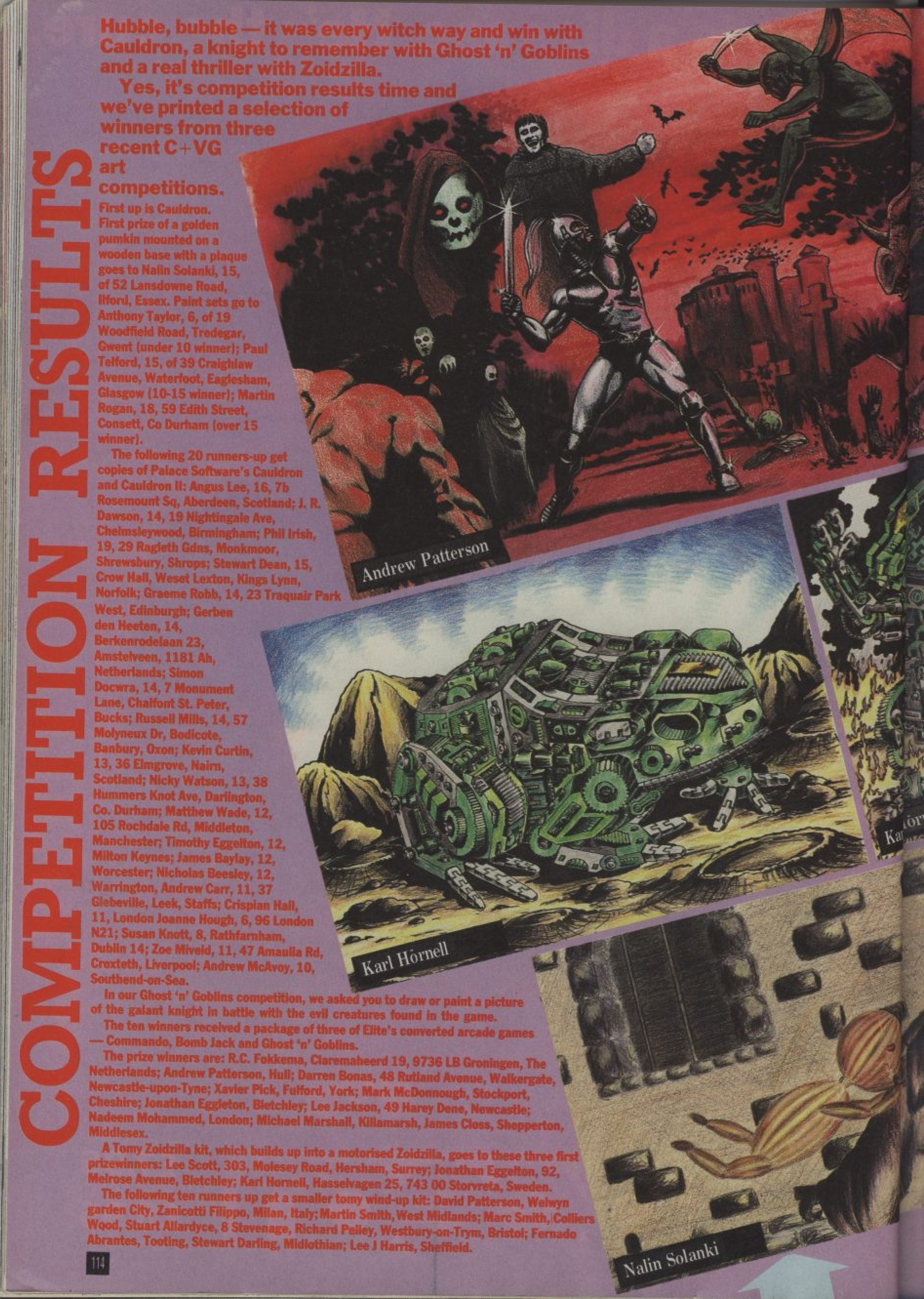
In our Ghost 'n' Goblins competition, we asked you to draw or paint a picture of the galant knight in battle with the evil creatures found in the game.

The ten winners received a package of three of Elite's converted arcade games — Commando, Bomb Jack and Ghost 'n' Goblins.

The prize winners are: R.C. Fokkema, Claremaheerd 19, 9736 LB Groningen, The Netherlands; Andrew Patterson, Hull; Darren Bonas, 48 Rutland Avenue, Walkergate, Newcastle-upon-Tyne; Xavier Pick, Fulford, York; Mark McDonnough, Stockport, Cheshire; Jonathan Eggleton, Bletchley; Lee Jackson, 49 Harey Dene, Newcastle; Nadeem Mohammed, London; Michael Marshall, Killamarsh, James Closs, Shepperton, Middlesex.

A Tomy Zoidzilla kit, which builds up into a motorised Zoidzilla, goes to these three first prizewinners: Lee Scott, 303, Molesey Road, Hersham, Surrey; Jonathan Eggelton, 92, Melrose Avenue, Bletchley; Karl Hornell, Hasselvagen 25, 743 00 Storvreta, Sweden.

The following ten runners up get a smaller tomy wind-up kit: David Patterson, Welwyn garden City, Zanicotti Filippo, Milan, Italy; Martin Smith, West Midlands; Marc Smith, Colliers Wood, Stuart Allardyce, 8 Stevenage, Richard Pelley, Westbury-on-Trym, Bristol; Fernado Abrantes, Tooting, Stewart Darling, Midlothian; Lee J Harris, Sheffield.



Andrew Patterson

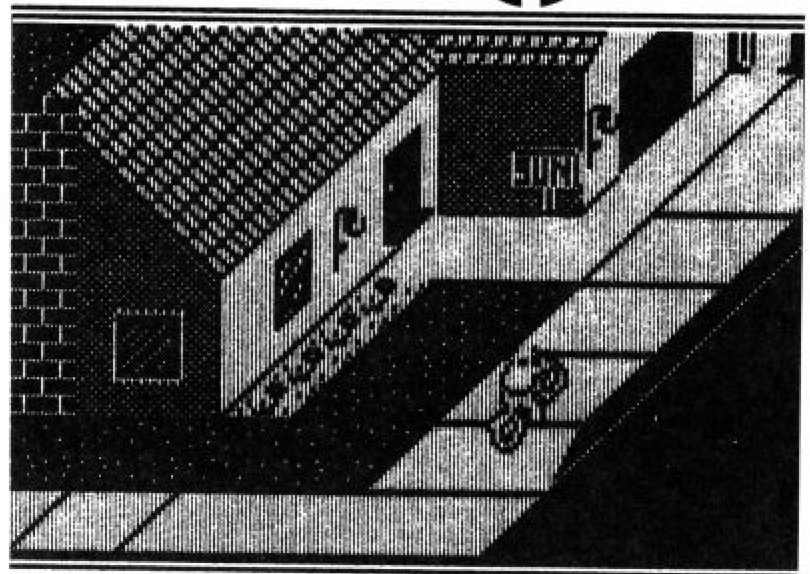
Karl Hörnell

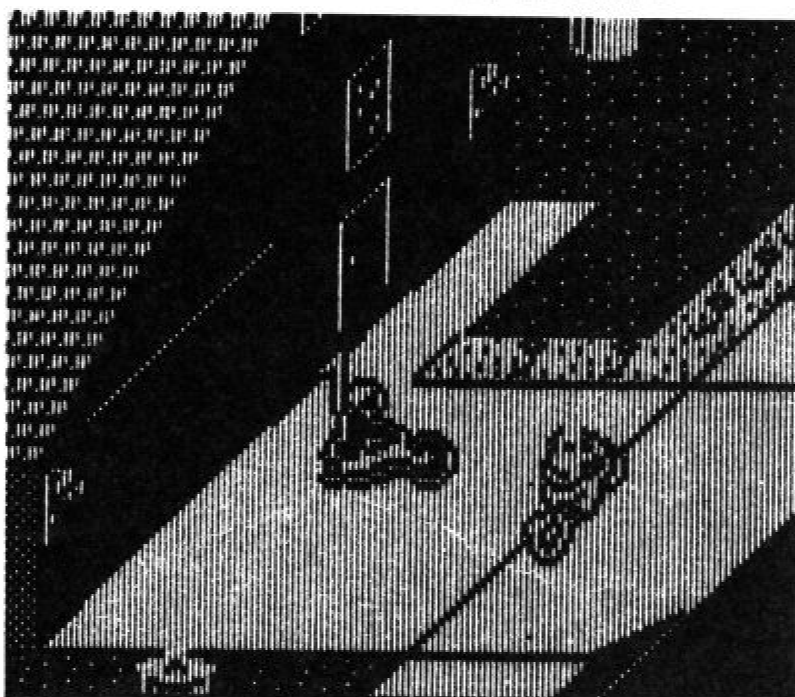
Nalin Solanki

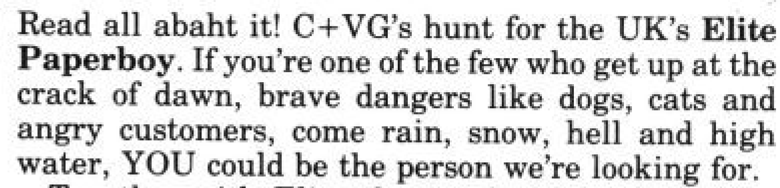

STRAP-ZOID
Jonathan Eggelton
Paul Telford
Karl Hörnell
COR!
OW!
ELITE
UGH!
OOF!
STRUGGLE!
Jonathan Eggelton
Lee Scott
BIG RED
SCORPSPIDER
ZOID

# PAPERBOY™










Read all abaht it! C+VG's hunt for the UK's **Elite Paperboy**. If you're one of the few who get up at the crack of dawn, brave dangers like dogs, cats and angry customers, come rain, snow, hell and high water, YOU could be the person we're looking for.

Together with *Elite,* the people who brought you the soon to be classic **Paperboy** conversion, we're on the lookout for the paperboy or girl who can truly claim to be the country's Elite deliverer of papers, comics, magazines and C+VG!

The boy or girl who claims the title will get a special BMX bike to help speed those deliveries. Runners-up will get copies of Elite's Paperboy game or a C+VG T-shirt. You can choose which!

All you have to do to claim the prize is get the newsagent who you work for to nominate you – and give us a good reason why you are the UK's Elite paperperson!

If you've done a good deed, or something above and beyond the call of duty, tell us about it. Just fill in the coupon below and fix it to your letter – don't forget to tell us which computer you own and what size T-shirt you want. And remember to get your employer to sign the form!

Once you've done all that send your entry to *Computer and Video Games,* Elite Paperboy, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Closing date is December 1st to give you more time to get yourself organised. And if you have an amusing story about your paper round why not tell us about it?

C+VG/ELITE PAPERBOY COMPETITION

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IF IT LOOKS LIKE A DUCK, AND IT SOUNDS LIKE A DUCK, THEN IT MUST BE . . .

# HOWARD THE DUCK®

APPROVED BY THE COMICS CODE AUTHORITY

**For the first time anywhere Howard the Duck speaks! Yes, in another great C+VG exclusive the Master of Quack Fu reveals his innermost secrets . . . well some of them anyway.**

C+VG: How did you arrive on this planet?
**Howard: Didn't I make the front page here? For the record I plummeted through space in an armchair. Don't think I couldn't make the scheduled air fare — let's just say the trip was unplanned.**
C+VG: How does it feel to be the subject of a computer game?
**Howard: Oh, it's fairly painless.**
C+VG: What's your opinion of computers?
**Howard: ★!★★!!★★★! As a billosophical duck, I can accept intellectually that there will be good and bad in any cross-section of computers. But, oh brother, let me at the ★★!!★ one that malfunctioned and zapped me onto this planet and I'll ★★★★★★★★★★★★!!! and then ★@/@$/★/★! (*Simmer down Howard, we can't devote the whole issue to this, Ed.*)**
C+VG: Did you have computers on Duckworld?
**Howard: Are you insinuating we're behind the times? Ducks may be small buddy, but we're smart.**
C+VG: Have you ever, or will you ever, play a computer game?
**Howard: Sure, I like computer chess when I'm in the mood to lose.**
C+VG: Why aren't you called Howard Drake?
**Howard: Are you kidding, in our telephone directories half the entries are under 'Drake'. I understand humans have a similar problem with 'Smith'.**
C+VG: Are you related to Donald?
**Howard: Donald who?**
C+VG: Please give graphic details of your lifestyle.
**Howard: Sorry, I've never been any good at drawing pictures. What's that groaning noise?**
C+VG: Are you a mallard or an Aylesbury?
**Howard: Give me a break you guys, I'm a duck with an interplanetary identity crisis already. Besides, Beverly has told me this may be a rude question.**
C+VG: Have you any memories of being in your egg?
**Howard: I have this recurring dream about being trapped inside a smooth sphere. It's very warm and hard for me to breathe. My psychiatrist thinks this is very interesting, but at his hourly rate who would tolerate indifference?**
C+VG: What are your earliest memories?
**Howard: I remember waking at 3am once.**
C+VG: When did you have your first swimming lesson?
**Howard: OK, embarrass me. I can't swim.**
C+VG: Are you allergic to oranges or cranberry sauce?
**Howard: Ducks don't eat oranges or cranberries so put me down as a 'don't know'.**
C+VG: What is your idea of a good night out?

● continued on page 120 ►

## HOWARD THE DUCK'S ADVENTURE ON VOLCANO ISLAND

*C+VG has gone totally quackers this month thanks to Howard the Duck. Cult comic character here and in America and star of a new George Lucas film, Howard is about to hit the small screen in a big way thanks to Activision. Here we bring you an exclusive interview with the feathered hero — while our wildlife correspondent* Marshal M. Rosenthal *takes off after the game.*

**THE horror of it. There I was, resting comfortably in an easy chair. No worries. At peace with the world. Then suddenly I was transported from normality into total lunacy. Trasported to world of hairless apes!**

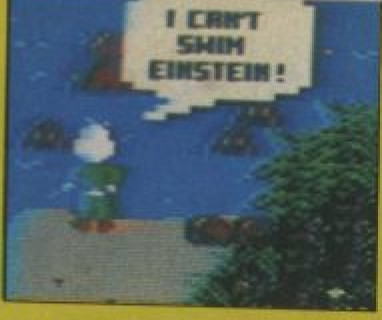
**But life's life, you know? You meet a nice girl. Make some new friends and fight off evil and global destruction. At least when it's all over you can find anoher comfortable chair and have a smoke. Then again . . . What's this? Has C+VG's ace American reporter Marshal M. Rosenthal totally flipped his lid? Or did he really meet a Duck in a suit?**
**As every fowl for himself goes, Howard the Duck is about average, no more true-blue than true-grey. But take Beverly, his girlfriend, have some Dark Overlord take Beverly away — and well then you get a duck of a different colour.**

**Howard must battle to save**

continued on page 120 ►

◀ continued from page 119

**Howard: My close friends call me Disco Duck and I must admit to some pretty fancy webb-work on the dance floor. But you know, a star's life gets to be one long round of partying. My favourite night out is a night in my apartment relaxing with the latest Kurt Vonneduck novel.**
C+VG: Do you see yourself becoming a world leader one day?
**Howard: Well . . . modesty prevents me from saying too much, but what the hell . . . Yes.**




C+VG: What is your opinion of people who sleep with duvets?
**Howard: Ugh, the very idea gives me shivers. But the way I figure it, with human diet the way it is, this barbaric practice is no surprise. Civilization is only a thin veneer — I forget who said that — some other duck of wisdom and genius.**
C+VG: Would you ever consider going back to nature?
**Howard: You mean like camping overnight besides a lake with the wind howling through my feathers? Thanks, but no thanks, I'm strictly an urban duck.**
C+VG: How do you cope with visiting places like Regent's Park where there are lots of naked ducks?
**Howard: Never been there but personally I regard the naked female duck as an object of art. How do I get to Regent's Park?**
C+VG: What is the nature of your relationship with Beverly?
**Howard: Sneaky, sneaky, saving this one to the last. You figured that you'd get me nicely relaxed, talking freely, and then wham! Well yarboo sucks, a star is entitled to his private life. Leave me some crumbs for my autobiography, you creeps.**



◀ continued from page 119

the world but this time with YOUR help.

Load up the game. Howard enters on screen and takes a bow. Exiting stage right, he begins to wonder (via a word balloon) why Beverly has not shown up for his moment of glory. A guy doesn't save the world everyday, you know!

Then the challenge of Volcano Island or Beverly is cooked meat. There can be only one decision: FIGHT!

Howard certainly won't quack up in the face of a challenge! You direct him in his quest to rescue Bev from a baddie so mean, he steams!

Time to get going. Parachuting onto the island is easy, locating the packback of supplies isn't. It just happens



to be on the other side of stuff that looks like quicksand.

Let's call it mutant slime since it's alive. Too bad we can't call it quits.

The slime has this habit of kicking anybody who gets on it right in the kisser. Somehow, get past it and grab the backpack. A dead end? Well, that means you get to play with the slime again. How lovely.

That packback is pretty important because it contains some goodies no self-respecting duck should be without: an




Acme portable Neutron Disintegrator, a solar powered jet-pack and an Ultralight flyer all conveniently disassembled for easy carrying.

Remember the bit about the island being deserted? Seems that doesn't include what comes out of the oversized ant-hills.

No, they're not really little Draculas, just dozens of teensy-weensy mutants who keep getting stronger and meaner. Good thing Howard knows Quack Fu, because it's going to take a whole lotta punching and kicking to wear these boys down.

Penetrating into the Overlord's hidden cavern means hugging the walls and staying on the crumbling old ledge as lava bubles below. A stalagtite falls, then another as the volcano rumbles louder.

Finally you come face to face with the Dark Overlord. Pull out the Disintegrator and shoot it out man to duck. Score three hits, and watch DV explode entertainingly.

It'll be a short-lived victory, though, if you don't locate the master control panel and hit the volcano's cut-off switch. Then, finally, at last, it's time to light up a good cigar.

Now for a surprise. Howard is the creation of Gamestar, the sports-oriented subsidiary of Activision. These "sports" bring a different approach to this adventure — one of total arcade action.

There are no cyborg doors to unlock, or mystic sages to grapple riddles over with. As Scott Orr (VP of Sports software development) says: "We're not interested in keeping secrets from you. Baseball, football, games of skill and strategy can tell you everything you need to know, but you still gotta get your hands on the joystick and DO IT!"

"Our feeling," Orr remarks, "is that you can't get truly involved in a game if you're spending time hunting for keys to press and commands to issue. That's why the joystick handles everything.

Orr adds that there's opening music to enjoy (taken from the film), and an original theme played at the end. Plus 20 distinct sound effects that range from Quack Fu grunts to the squishing sound of webbed feet.

Orr goes on. "The island is composed of 9 screens in a 3 × 3 grid which can scroll in any direction, and the final confrontation between Howard and the Dark Overlord uses four screens laid out vertically. And talk about your display list interrupts: Doug Barnett's backgrounds are generated in 11 colours on the C64.

"But what's really important." says Orr, "is that we've made the game very playable. Certain actions don't



come into effect until they can be used, like the Ultralight appearing when Howard reaches the edge of the cliff, or the jet-pack for when he tries to cross the water.

"Another thing is that Howard doesn't really die either. He just gets booted off the screen, and reappears at a nearby point to try again."

Being a hero has its own rewards. One of them is getting a gold medal proclaiming victory. The medal appears at the end of the game and gives the player a classification that depends on the level played (novice, beginner, intermediate and expert).

So unless you'd rather stay home in bed eating quackers and cheese, go play *Howard The Duck's Adventure on Volcano Island.*



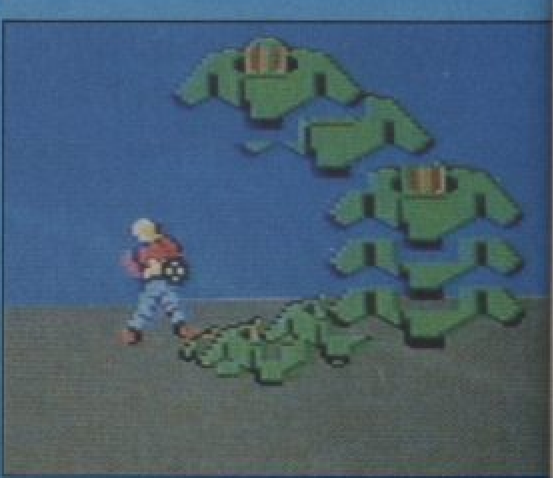
# C+VG STREET SEEN

**This is tomorrow calling ... the shape of games to come. Are you out of touch with what's new in fun software? It's obvious you need to read Street Seen, C+VG's games preview pages. Every month we will be bringing you the cream of the crop of new games which will be heading your way in the weeks to come. And you can be sure we will be streets ahead of our rivals. Remember, the future starts here!**

**Here it is.** Space Harrier **from** Elite**! They said it couldn't be done — but I'm afraid all the doom and gloom merchants will have to eat their words. Both Spectrum and C64 are very fast, very playable and a treat for the fans of the arcade version. The Spectrum version is just about finished. The Amstrad version is will on the way and so is the 64 game. It won't disappoint those of you who have been waiting with bated breath for Elite's biggest arcade conversion to date. Watch out for our** Space Harrier **special next issue.**

**In the meantime marvel at the screen shots supplied by Elite boss Steve Wilcox. The Spectrum screen is as you'll see it in the final version. The 64, complete with solid 3D graphics, needs a few more tweaks before it is ready. But even in the semi-complete form we saw here at C+VG Commodore Harrier looks impressive. Will it tip the scales in Elite's favour as the battle for the Christmas charts starts in earnest during the coming weeks? Only time will tell.**



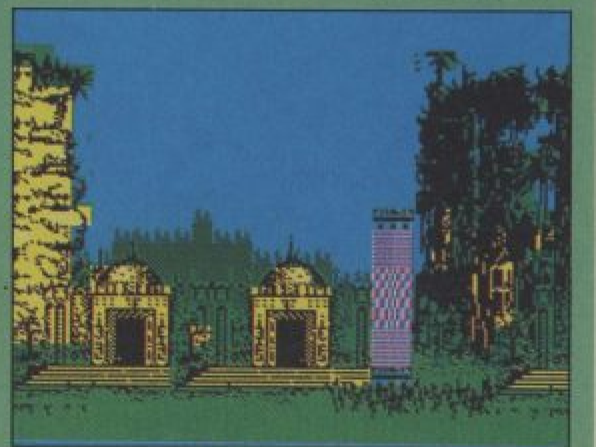
THE PALE BONES OF PREVIOUS TRAVELLERS

● And now here's a *Storm* warning. The game that has been wowing Amstrad and Spectrum owners will be heading for the 64 very shortly thanks to *Mastertronic*. It's a sort of poor barbarians *Gauntlet* for two players. Nice graphics, addictive gameplay and a great cheap way to tune up your sword arm before the real thing appears.




● This here's *Timeslip*, just one of the titles on *English Software's* Atari Smash Hits Vol. 6, the latest in the ever growing line of value for money compilations from the Atari specialists. *Timeslip* is an improved and enhanced version of a title that first saw the light of day on the C16. Other titles on the compilation are *Elecktraglide*, *Drelbs* and *Fort Apocalypse*. Atari Smash Hits 6 is out now and will cost £9.95 on tape or £14.95 on disk.





● If you've ever wanted to get lost in a computer game then *Explorer* could be the one for you. It's coming out on the *Electric Dreams* label and has been created by the busy *Ram Jam Corporation*, who claim that the game has four billion locations. That may or may not be true but one thing is for sure — you DO get a whole planet to explore. The idea behind the game is that your ship has dropped out of space and crashed on a strange jungle world. on the way down bits fall off your ship and are scattered across the planet. Your job — armed only with a jet pack and a lasrer pistol — is to find the bits and put your ship back together again and escape. There are some odd, hostile inhabitants too. The graphics are unlike anything you've ever seen on the Spectrum — really! They lend a real atmosphere to the game which should be out now on the Spectrum at £7.99. Amstrad and 64 tape and disk versions are coming soon at £9.99/£1.499.

"Your the disease, I'm the cure." Yes it's time for Stallone to tangle with Ocean again this time in the shape of Cobra.

The fact that the film was universally panned by the critics has not stopped Ocean from turning it into a game. The film isn't exactly strong on plot. It's just a series of fights, chases and killings — lots of killings. The game, which will apparently follow the film plot, will be a shoot 'em up platform game. Cobra, the toughest of tough cops, must protect a murder witness from the baddies who are out to make sure she becomes a corpse.

In the film Cobra uses pistols, grenades and a particularly mean laser gun. All these will feature in the game.

Cobra should be out in time for Christmas on the Spectrum (£7.95), Commodore and Amstrad (£8.95).

Meanwhile Ocean's other games based on film titles are Top Gun, which will combine arcade action with elements of a flight simulator, Highlander and Short Circuit, a sci-fi film which should be screened sometime in the New Year.

Dare you face the *Assault Machine!* from Nexus. It blends strategy with shoot-em-up action.

Once the inhabitants of planet Targon were stellar vikings. They pillaged across the galaxy, provoked a devastating war and were finally imprisoned on their own world.

Now, many centuries later, disturbing reports have reached Imperial Space Command. Targon has been taken over by a fanatical organisation known as the Infiltrators. They are rumoured to be building a massive weapon system.

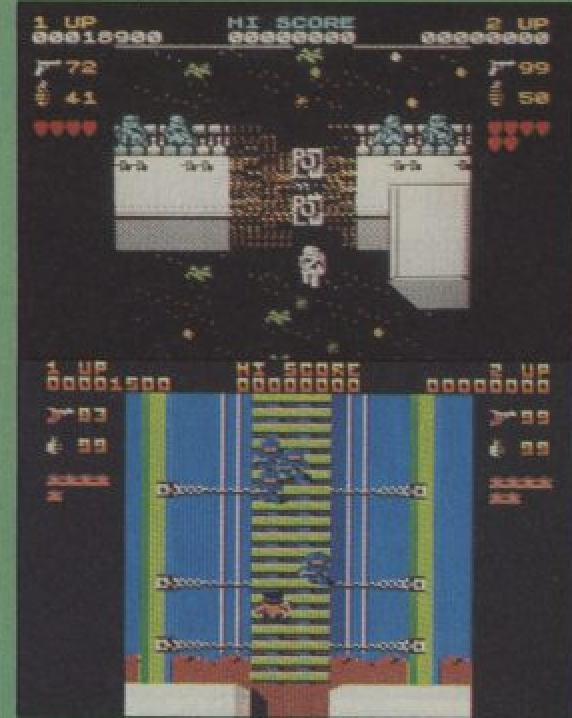
The game opens with Peacekeeper in geo-stationary orbit above the Targon sea.

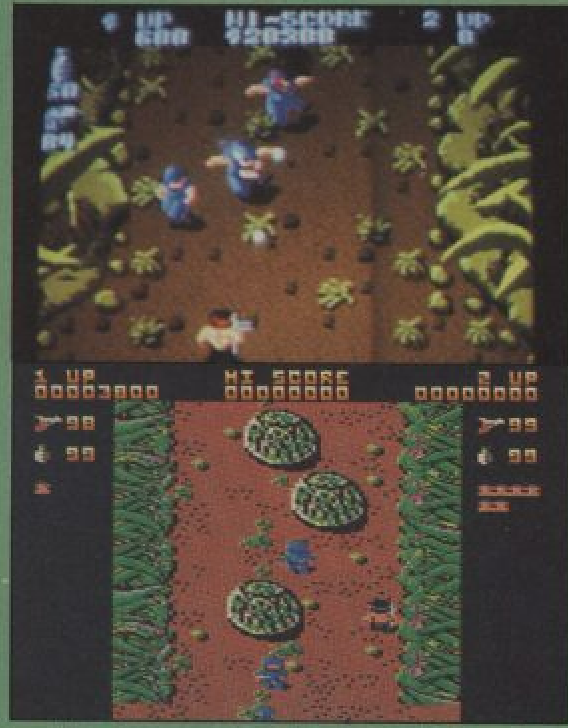
First you create and target your search droids. Each is named after a Terran secret agent: Bond, Chan, Holmes and Tracy.

Icon driven menus help you decide what weapons and equipment the droids will carry and their target islands.

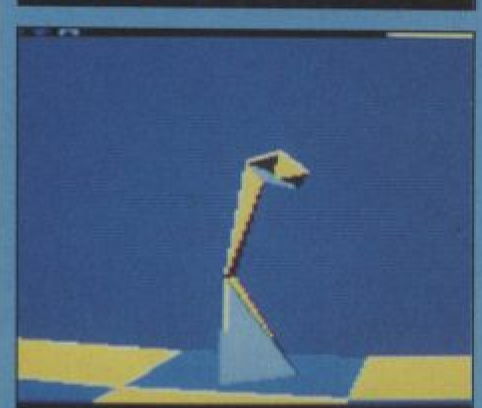
Once the droids are down on the planet searching you can monitor their progress.

Assault Machine on the Commodore will seell for £9.95 on cassette and £12.95 on disk.






● Will *Ikari Warriors* storm the charts this Christmas like *Commando* did last year? If there's any justice in the world it will. This is another no-nonsense arcade blaster from the conversion specialists at *Elite*. The game is an accurate representation of the coin-op. Graphics and gameplay are brilliant on the Amstrad version C+VG spy saw during a visit to Elite Towers and other machine versions are on the way before Christmas. *Ikari Warriors* is a pretty straightforward *Commando* clone — but you get to drive about in tanks, swim through rivers and generally have a fun time. Elite are also working on *Commando 86*, a two player multi-directional scrolling follow up to the original mega-hit. It looks a bit like *Gauntlet* in Commando's clothing and is being developed for the 64, Spectrum and Amstrad. Also on the way from *Bombjack 2*, and *Airwolf 2. Airwolf* is based on the coin-op smash *Nemesis*.

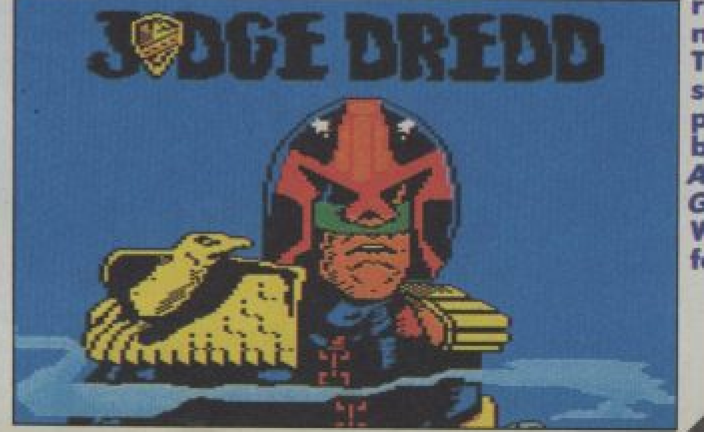

● *Now this IS weird!* ***Sentinal*** *created by* ***Jeff Crammond*** *the programmer who brought you* ***Aviator*** *and* ***Revs*** *this newie for the 64 is quite unique — both graphically and theme wise. It's a game for strategists everywhere. And chess rans might get a kick out of it as well. You become a robot on a strange chequerboard world. A robot out to destroy the Sentinel — a whose gaze spells withering death. Nasty! You have to manouver your robot around the many different Sentinel worlds using an odd absorbing technique, avoiding the Sentinels army of guardians which he can conjour up at the wink of an eye.* ***Sentinel*** *is a genuinely different game. It will be available soon on the 64 and the BBC. Watch our review pages for more details.*






**This is it. Pete Cooke's Academy, the long awaited sequel to the classic *Tau Ceti*. This time Pete puts you into training. Training to become one of the Gal-Corp's top Skimmer pilots. To do this you have to pass through the Academy. Twenty tough tests of your space skills packed into one Spectrum game. Awesome isn't the word! You can even construct your own customised Skimmer for any of the special missions. Watch out for our review and Pete's players guide coming your way in our February issue!**

**● You're next punk! If you'd like to tangle with *Judge Dredd* then watch out for this loading screen coming to a 64 near you very soon. *Melbourne House* and their Australian programmers are the people behind the game based on the cult comic character from 2000AD. The game is set in mega-City and Dredd patrols the streets armed with his trusty Lawgiver, laying down the law. Just like in the comic Dredd can choose what sort of projectiles his weapon fires — richocet, incendary, even normal lead bullets. The game is a fast scrolling, action packed cross between *Mission A.D.* and *Green Beret*. Watch out for it!**

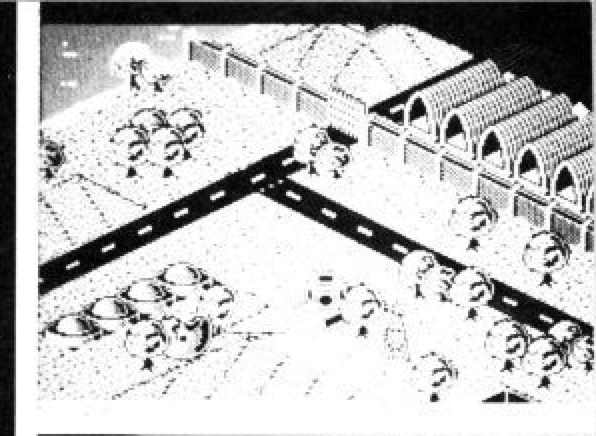








● It's 3D. It's full of nasties. And it's definitely bizarre. What is it? *Sepulcri* that's what. The latest filmation style game for the Amstrad out this month on the *Reaktor* label. You control a cute looking robot inside a top secret weapon. Your job is to make sure all the bits are working OK by checking out the special switches by jumping on them. Obvious way to check out switches isn't it? Once your droid has done that it's on to the Ridiculously Over The Top Exit Security sector where our metallic hero has to find 10 code posts to piece together the top security password "LET ME OUT" Apart from the very silly and total unpronounceable name *Sepulcri* is very pretty and pretty playable. And if you've got a printer the game has a screen dump facility, to allow you to make your very own map.

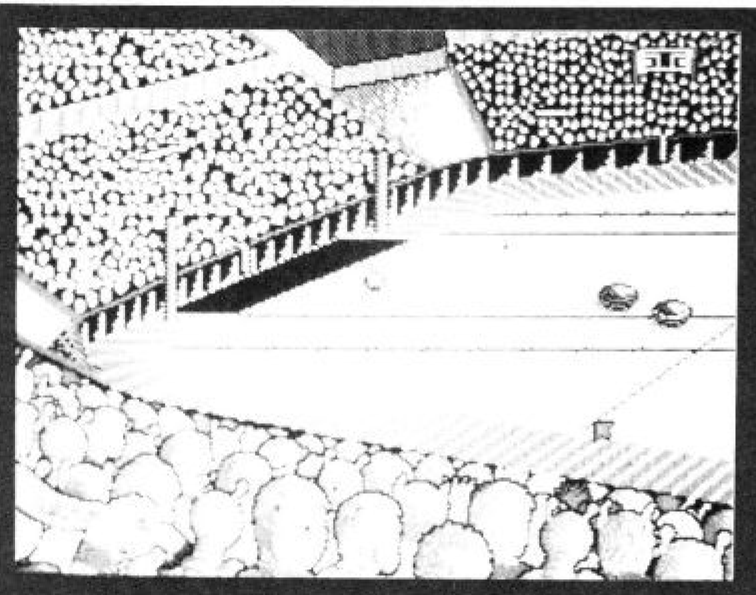


*Quicksilva's Glider Rider* on the Spectrum and Amstrad has already proved a major chart success. Here's a look at the Commodore 64 version which should boost sales. All versions sell for £9.95.



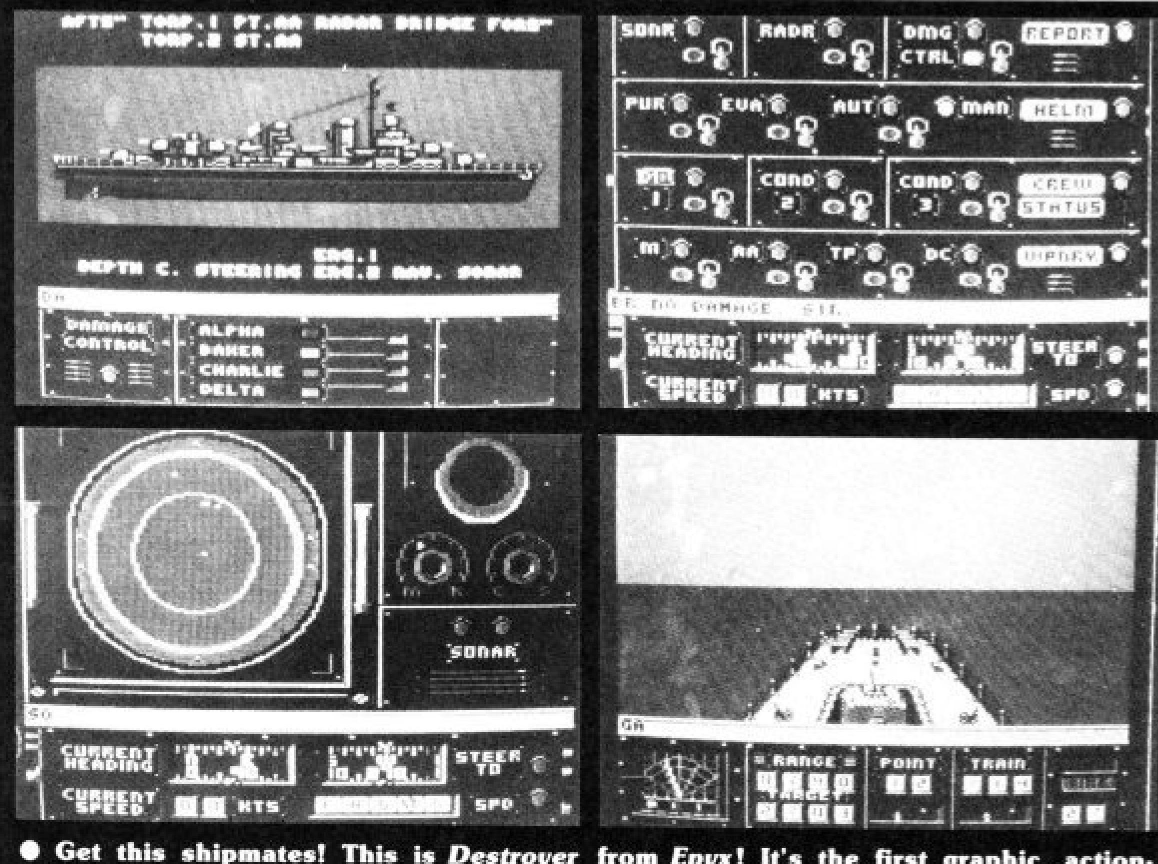

**Peter Shilton's "Handball Maradona!"** Yes, it is a strange name for a game, isn't it. And as far as we know the famed World Cup incident in which the Argentine ace allegedly handled the ball passed Shilton is only used in the advertising and packaging.

The game will cost just £6.95 and is from *Grandslam*.



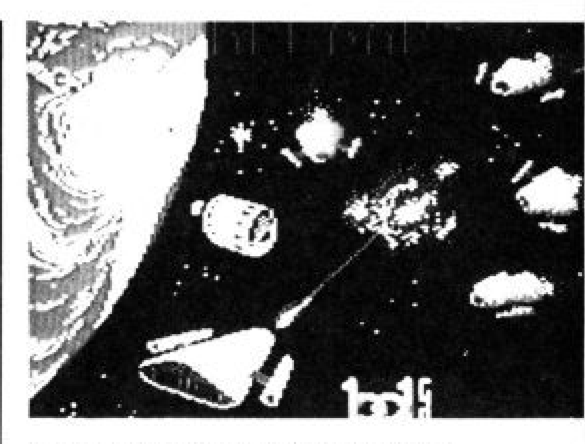
**Take shove ha-penny, put into a space-age arena and what do you get? Xeno, that's what. It's a new title out on the Spectrum, Amstrad, CBM 64, price £8.95, from A 'n 'F.**

**The game is set in a huge scrolling arena. You either play against the computer or another person and take it in turns to knock the counter around and score goals. Difficulty and time limits can be varied. This screen shot is from the Amstrad.**




**● Get this shipmates! This is *Destroyer* from *Epyx*! It's the first graphic, action-simulation of its kind. You are Captain of a US Fletcher, Class Destroyer, and it's good old World War II again . . .**

**From the main control centre on the bridge, man any one of thirteen different stations, or set them on autopilot. Once you've selected one of seven different missions, plot your course and scout the area for enemy activity. Use your sonar to locate enemy subs, or your radar to pick up enemy planes, ships, and unchartered desert islands. Japanese Zero figher planes at 3 o'clock! Man your battle stations and power up those anti-aircraft guns. Medium damage reported on port side. Make repairs at sea, then command your destroyer onward, there's more action still to come. Out soon on the 64 from *US Gold*.**



Defcom, from Quicksilva, is a 3D space shoot em up. The twist is that aliens have taken over the Star Wars Defence System, they now control the offensive systems.

The Hero has to control a star ship, disarm earth bound missiles, blow-up satellites and the alien attack force.

The ship is in touch with the worldwide communication network and must anticipate the flight patterns of the missiles. The screen has the planet rotating in the background with the player looking through the screen of his ship. Its fast control through a range of weapons and the link through to particular cities as the alien satellites converge makes this a shoot em up deluxe.

Defcom will be out in late November or early December on the Spectrum, Commodore 64 and Amstrad, price £8.95.




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# ● COMPETITION







*Strike One!* Want to win a genuine American baseball?
*Strike Two!* Then enter this genuinely exciting C+VG competition.
*Strike Three!* If you want to know more read on . . .

Yup, we've got 25 brand new baseballs to give away thanks to *Advance Software* — the people who brought you the brilliant sports simulation *Hardball*. Yes, one of these beautifully constructed spherical objects could be yours if you can answer our incredibly simple *Hardball* quiz. What could be easier?

Once you answered the questions, filled in the coupon and told us your name and address, rush the coupon off to *Computer and Video Games*, Hardball Competition, Priory Court, 30-32 Farringdon, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and the Ed's decision is final.

THE HARDBALL QUIZ

1. The name of New York's top baseball team is:
   a) The Yankees b) The Cubs c) The Yorkies
2. The player who throws the ball in baseball is called:
   a) Bowler b) Pitcher c) Bouncer
3. In cricket when a batsman hits the ball over the boundary it's called hitting a six. What is it called in baseball?
   a) Fastball b) Home Run c) Strike.



C+VG/ADVANCE HARDBALL COMPETITION
Name ______________________
Address ______________________
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My answers are: 1.______ 2.______ 3.______






● COMPETITION

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# ADVENTURE OFFER




## TRULY WONDERFUL ADVENTURE OFFERS!




Just 'cos we really like you here are a couple of truly wonderful adventure offers. There's the amazing Robico £2 off offer and competition for BBC people everywhere. Then the incredible Mosaic Two for the Price of One competition. Win the adventure of The Archers radio soap or Twice Shy, the game of the Dick Francis thriller of the same name. Both are offers you can't refuse . . .

## TWO FOR THE PRICE OF ONE!

Hello there, me old pals, me old beauties! Want to win a copy of a real thriller? Or the world's first game of a radio show? Course you do! Thanks to the people at **Mosaic** we've got our hands on copies of their latest adventures — **Twice Shy**, based on the Dick Francis book of the same name, AND **The Archers**, the game centred on the evergreen radio soap of the same name. First prize winner in our combined **Archers/Twice Shy** competition will get a copy of BOTH games for their computer plus an amazingly valuable hardback copy of the latest Dick Francis novel called Bolt. Then 20 runners-up will get the choice of game. All you have to do is answer the three multiple choice questions, fill in the coupon and mail it off to *Computer and Video Games*, Mosaic Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply, and Walter Gabriel's decision is final!

1. Earlier this year Mosaic launched a St Bride's adventure based on a Hans Christian Anderson story. Was it called:
a) The Snow Queen
b) Rumplestiltskin
c) Arabian Nights

2. Dick Francis published his 25th thriller this year. Was it called:
a) Runaway
b) Bolt
c) Front Runner

3. Sid Perks is the landlord of Ambridge's pub. The pub is called:
a) The Pig and Nightgown
b) The Cat and Fiddle
c) The Bull

* **Twice Shy** is available on the Spectrum, C64/128, Amstrad 464/664/6128. **The Archers** is available on all the above PLUS Atari XL/XE and MSX. DON'T forget to tell us which machine you own!

C+VG/MOSIAC TWICE SHY/ARCHERS COMPETITION

Name____________________

Address____________________

____________________

If I win I'd like a copy of Twice Shy ☐ The Archers ☐

(tick box) I own a __________ computer

My answers are: 1.________ 2.________

________ 3.________

## TRICKY RICKY! £2 OFF WITH C+VG

Robico Adventures are rapidly gaining a big reputation among adventurers everywhere.

Now we're offering YOU the chance to win *Myorem*, the final part of the *Rick Hanson* trilogy — the toughest challenge yet from the Beeb adventure specialists.

Alternatively you could simply cut out the special C+VG token and send it direct to **Robico** who will slash £2 off the price.

● If you are into competitions, answer the questions, fill in the coupon and send it to Computer and Video Games, Myorem Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th and normal C+VG competition rules apply.

● If you want to take up Robico's outstanding money off offer just send the C+VG £2 off token together with a cheque or postal order made payable to Robico Software. With the £2 off token the adventure will cost you £7.95 on tape and just £10.95 on disc. Send your money to Robico Software, 3 Fairland Close, Llantrisant, Mid-Glamorgan, CF7 8QH NOT C+VG.

● Meanwhile, for those of you who want to take a chance on the competition, here are the questions.

1. Name the actor who is about to become the new James Bond
2. Name the two men from U.N.C.L.E.
3. Name the author of *The Spy Who Came In From The Cold.*

**C+VG/ROBICO MYOREM COMPETITION**

**Name**____________________

**Address**____________________

____________________

**My answers are:**

**1**____________________

**2**____________________

**3**____________________

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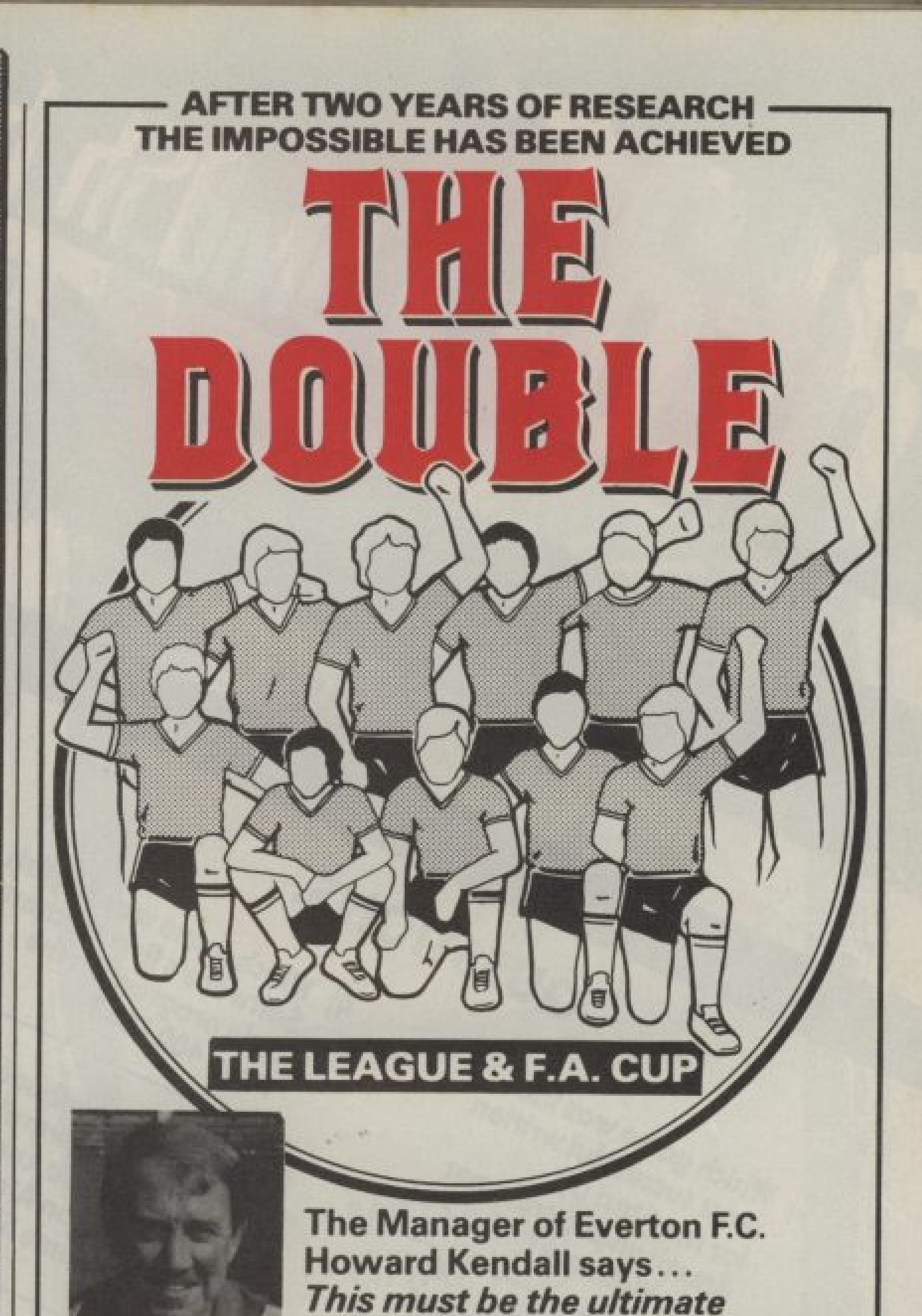
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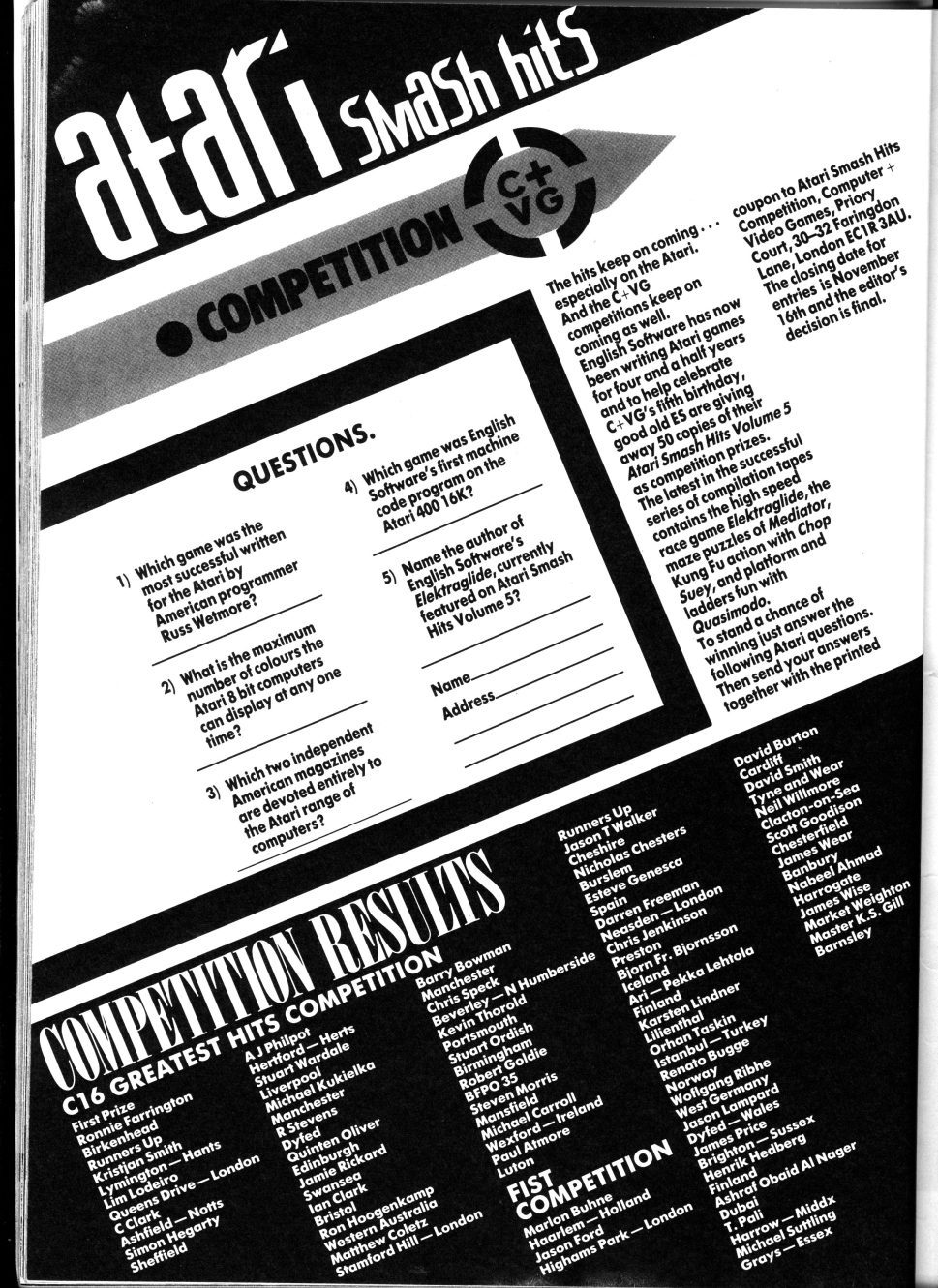
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COMMODORE 64, ATARI



# atari SMASH hits

## • COMPETITION

C+VG

The hits keep on coming . . . especially on the Atari. And the C+VG competitions keep on coming as well. English Software has now been writing Atari games for four and a half years and to help celebrate C+VG's fifth birthday, good old ES are giving away 50 copies of their *Atari Smash Hits Volume 5* as competition prizes. The latest in the successful series of compilation tapes contains the high speed race game *Elektraglide*, the maze puzzles of *Mediator*, Kung Fu action with *Chop Suey*, and platform and ladders fun with *Quasimodo*.

To stand a chance of winning just answer the following Atari questions. Then send your answers together with the printed coupon to Atari Smash Hits Competition, Computer + Video Games, Priory Court, 30–32 Faringdon Lane, London EC1R 3AU. The closing date for entries is November 16th and the editor's decision is final.

### QUESTIONS.

1) Which game was the most successful written for the Atari by American programmer Russ Wetmore?

2) What is the maximum number of colours the Atari 8 bit computers can display at any one time?

3) Which two independent American magazines are devoted entirely to the Atari range of computers?

4) Which game was English Software's first machine code program on the Atari 400 16K?

5) Name the author of English Software's *Elektraglide*, currently featured on Atari Smash Hits Volume 5?

Name

Address

# COMPETITION RESULTS

## C16 GREATEST HITS COMPETITION

First Prize
Ronnie Farrington
Birkenhead
Runners Up
Kristjan Smith
Lymington — Hants
Lim Lodeiro
Queens Drive — London
C Clark
Ashfield — Notts
Simon Hegarty
Sheffield
A J Philpot
Hertford — Herts
Stuart Wardale
Liverpool
Michael Kukielka
Manchester
R Stevens
Dyfed
Quinten Oliver
Edinburgh
Jamie Rickard
Swansea
Ian Clark
Bristol
Ron Hoogenkamp
Western Australia
Matthew Coletz
Stamford Hill — London
Barry Bowman
Manchester
Chris Speck
Beverley — N Humberside
Kevin Thorold
Portsmouth
Stuart Ordish
Birmingham
Robert Goldie
BFPO 35
Steven Morris
Mansfield
Michael Carroll
Wexford — Ireland
Paul Atmore
Luton

## FIST COMPETITION

Marlon Buhne
Haarlem — Holland
Jason Ford
Highams Park — London

Runners Up
Jason T Walker
Cheshire
Nicholas Chesters
Burslem
Esteve Genesca
Spain
Darren Freeman
Neasden — London
Chris Jenkinson
Preston
Bjorn Fr. Bjornsson
Iceland
Ari — Pekka Lehtola
Finland
Karsten Lindner
Lilienthal
Orhan Taskin
Istanbul — Turkey
Renato Bugge
Norway
Wolfgang Ribhe
West Germany
Jason Lampard
Dyfed — Wales
James Price
Brighton — Sussex
Henrik Hedberg
Finland
Ashraf Obaid Al Nager
Dubai
T. Pali
Harrow — Middx
Michael Suttling
Grays — Essex
David Burton
Cardiff
David Smith
Tyne and Wear
Neil Willmore
Clacton-on-Sea
Scott Goodison
Chesterfield
James Wear
Banbury
Nabeel Ahmad
Harrogate
James Wise
Market Weighton
Master K.S. Gill
Barnsley




**This is the game you've all been waiting for. It's Gauntlet, the multi-player arcade smash snapped up from Atari by U.S. Gold and destined for the number one chart spot this Christmas. Here we take a look at the arcade game that started it all, turn the spotlight on the programmers, check out the clones that will be battling out with the real thing AND bring you a few choice game playing tips prised from the tight-lipped Gauntleteers . . .**

Ghosts, ghouls, skeletons, lobbers and demons should mean a lot to you if you've been keeping at least half an eye on the arcades during the last year.

They're all creatures from **Gauntlet**, the Atari blockbuster which set the industry buzzing, writes C+VG's arcade ace Clare Edgeley.

**Gauntlet** made its debut in the arcades last year and was an instant hit. No one had seen anything like it.

Now more than a few clones are starting to make their presence felt both in the arcades and on your home computers. But **Gauntlet**, in most peoples eyes, is still THE business.

It wasn't the graphics that made **Gauntlet** so successful. Or the innovative speech. What made it really different was its unusual and innovative gameplay. Simultaneous FOUR player action was something a little out of the ordinary to say the least. And it still is.

You can join or leave the game at any time without spoiling the fun for the rest of your fellow players. That means one player can have as much fun as four — but only a full team can win through to the end of the game.

The game has a Dungeons and Dragons role playing theme. Each of the Three players are one of four characters. The Elf, the Wizard, the Warrior and the Valkyrie. Their combined aim is to rid a fairytale world of of its resident nasties and collect a bit of treasure along the way.

Each of the four heroes has different strengths and weaknesses and have to band together to be ultimately successful. They find themselves in a myriad of maze-like screens packed with ghosts, goblins, ghouls, lobbers and demons.

The play area is massive and scrolls in eight directions. All four players must move together when the screen scrolls on so that stragglers aren't left behind.

Getting rid of the baddies is easy in theory — just shoot out the generators where they appear from and you'll get a moments break — until to dash around the next corner that is.

Tactics and strategy are vital if you're going to get anywhere. Working out the best character to lead the band into various situations is a matter of trial and error. Sometimes speed is essential, sometimes brute strength, sometimes magical powers.

Learning is all part of the fun. Food, treasure and magic potions must be collected to ensure a healthy life. And a digitised voice — for once very clear — cries out a warning when one of the characters is about to die. Just stuff some more money into the machine and you'll continue your quest. Something the computer game owners won't have to bother about. But if you've got the cash you'll see a lot of the game!

Simultaneous multi-player games have really caught on in the arcades — and they will be next year's computer game fad. That's for certain.

Multi-player arcade games to watch out for are **Quartet** and **Rampage** — and of course **Gauntlet II**.

In addition to over 100 new maze layouts in **Gauntlet** many randomizing maze features have been included to provide further variety for players. There are several new features and hidden strategies to




▲ Arcade Gauntlet




▲ Commodore Gauntlet




be found in each maze.

Players will especially like the additional game play objective of Gauntlet II's Secret Rooms.

By completing a special secret trick a player is allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If he completes the task he is given, the player is rewarded with a large bonus score as well as permanent potions and food.

All of the original Gauntlet opponents remain with the addition of many new creatures. Among the newest adversaries is the Dragon.

The fire-breathing dragon is found guarding the exit to the maze and requires several direct hits to overcome. By slaying the Dragon players are rewarded with a permanent potion and and a bag of treasure. At the start of the next maze there will be a hint on how to find the Secret Room.

Players will find several new potions to collect as well as all of the original potions. Experience will tell the player which potions provide the greatest advantage; some potins may not be beneficial depending on the situation.

In **Gauntlet II**, a player can now choose his favourite original Gauntlet character even if that hero is already in play. The four characters are colour coded so there

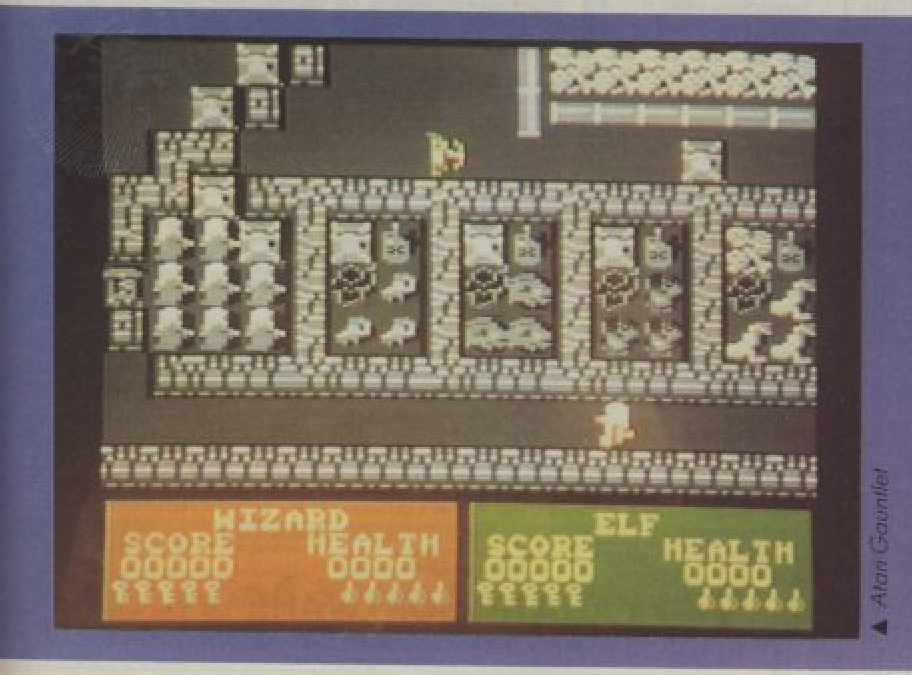
## CLONES

Gauntlet has spawned many imitators in the arcades and on computer. Mastertronic's budget offering is Storm — a two player game out on the Spectrum and Amstrad and on its way for the 64. A C+VG HIT on both formats already, this budget offering has, well, gone down a storm! Then there's Firebird's Druid — out now on the 64 with other versions to follow. Another two player game this features all the elements of the arcade original. Closest to the original is Dandy from Electric Dreams. Programmed by the Ram Jam Corporation this game was licenced from the programmer of the Atari original. Only Druid has similar scrolling similar to the arcade version. Storm and Dandy simply flip from screen to screen. Of the three Dandy will probably give Gauntlet a run for its money in the chart battle this Christmas. But so far we've only seen the Spectrum version. Up at US Gold they've got the Amstrad, 64 Atari 8-bit and ST versions on line. So it's seconds out for the battle of the century and may the best barbarian, warrior, valkyrie or wizard win!








◄ Commodore Gauntlet

◄ Atari Gauntlet

▼ Amstrad Gauntlet



# If you're already elite . . . there can only be one more challenge.

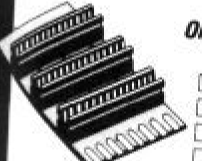





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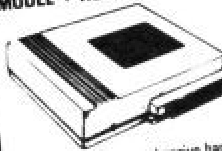


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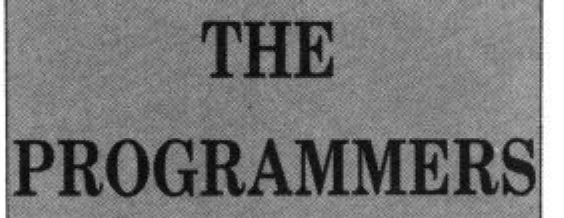



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**Favourite TV prog:** Motor sports
**Favourite drink:** Theakston's Old Peculiar
**Favourite game:** Atari *Ball Blazer*
**Pet hates:** Incompatible Sinclair +2 joystick ports




**Kevin Bulmer**
**Age:** 24
**Machines:** Graphics all machines
**Other games:** *Pentacle*
**Favourite TV prog:** Cheers
**Favourite drink:** Cider (Bulmers of course!)
**Favourite game:** *Star Raiders*
**Pet hate:** Cassettes

**Tony Porter**
**Age:** 22
**Machines:** Spectrum/Amstrad/MSC
**Other games:** Barry McGuigan's Boxing, The Eidolon
**Favourite drink:** Theakston's Old Peculiar
**Favourite TV prog:** *Fawlty Towers*
**Favourite game:** *Boulderdash*
**Pet Hate:** Over hyped programs

**Bob Armour**
**Age:** 24
**Machines:** Atari/C64
**Other Games:** Pentacle
**Favourite TV prog:** *Only Fools and Horses*
**Favourite drink:** *Stella Artois*
**Favourite game:** Atari *Alley Kat*
**Pet hate:** IMEG 6502 processors





## WHAT THE PROGRAMMERS SAY:

Bill Allen, Sounds man:

**"The speech is far beyond anything you've heard on a game. Not even *Solo Flight* or *Kennedy Approach* come anywhere near it."**

can be as many as *four* Warriors (or any other original character) in play at the same time.

Unfortunately the computer version will only be for two players. Ironic, as the original Atari computers had four joystick ports! But it will have the speech. Better than *Solo Flight* or *Kennedy Approach*.

There's no doubt that the computer version is going to be every bit as playable as the original.

## TIPS FROM THE PROGRAMMERS

They're short, they're sweet — and so are these tips! But the four Guantleteers reckon they are all you need to start enjoying their game.

- Shoot the monster generators as soon as possible
- Work as a team
- Look carefully at any food you find. All that looks tasty . . .
- Collect special potions
- Remember what your mother told you and don't shoot the food!
- More points are to be had from hand to hand combat
- Use potions to kill Death
- Plan ahead

## WHAT THE PROGRAMMERS SAY:

Bob Armour:

**"We've already done the game's 163 different levels and added a few of our own. These are the 'Swine' levels. I first read about *Gauntlet* in C+VG. I went over to Warwick University because they had one there. After that I was hooked.**




## HIGHLANDER

It's Manhattan 1986.

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**Pong, the very first arcade game, makes its return in the form of Arkanoid. Clare Edgeley also gives the lowdown on the game to avoid — Spellunker II**

## ● ARKANOID

Remember *Pong*? All monochrome graphics, a couple of blocks for bats and a wildly bouncing ball. Well, Taito has decided to resurrect this ancient theme in *Arkanoid*, and you'll probably be as surprised as I was when you hear that it is in fact a very playable and addictive game.

The basics of bouncing a ball round a screen and moving your brick along to catch it on the rebound are the same. What are different are the colourful graphics, lots of bricks to knock out and the addition of extra features to make life easier . . . or harder, depending on how good you are.




*Arkanoid* is simple, and perhaps that's what makes it such fun. You control a VAUS craft which slides back and forth at the bottom of the screen in a Space Invaders manner. Above the VAUS craft (a fancy name for a sausage like platform) are stacks of coloured bricks arranged as a wall. The idea is simple enough, just bounce the ball, hit the bricks to make them disappear and catch the odd one which topples down for bonus features.

It's harder than it sounds. For one thing, the ball is likely to rebound off stray corners and bounce uncontrollably round the screen. When that happens it's really hard using the controls to catch it on the rebound. But there's more. Some bricks don't disappear, they fall towards you and if you manage to catch them you might be given one of seven extras: the ball might slow down; or it might not rebound when you catch it but land like a lump of dough on the sausage — very useful. It means you can restart the bounce at any point to hit particular bricks more accurately.

Further levels are reached when you've cleared the screen of bricks and demolished the wall. There are masses of screens to follow, each harder than the last. And it's at this stage that the nasties are introduced. They take a variety of shapes but have one thing in common — they fall slowly from the top of the screen and are deadly if touched. However, take heart, if you're lucky the ball might bounce into them and destroy them before they get to you. As they fall from the top of the screen the wall blocks their passage but once you've made a hole they'll meander down, sometimes rising, but in the end reaching the bottom.

Another thing you'll notice as you travel through the game is that the walls get lower, causing the ball to rebound more quickly. And, of course, if as often happens, you don't catch the ball, you're dead. The VAUS craft explodes and you lose one of your there lives.

The controls are different, too. Instead of a joystick there's a knob which you turn left and right to control the VAUS craft. It's very sensitive and needs only a slight nudge to set the fat sausage sliding, out of range of the ball, across the screen.

*Arkanoid* is a lovely game. Fast, colourful, simple and addictive. I found it very difficult — perhaps that's just my natural clumsiness — and the only way I was able to see more of the game was through the continue play facility. A great little game which, after all, is "just another brick in the wall!"

## ● HALLEY'S COMET

Halley's Comet has come and gone and won't be returning for at least 70 years or so. But it has left something in its wake which keeps it in mind, for a few months longer at least.

Taito, jumping on the idea of a promising game, has come up with *Halley's Comet*, and though it's about eight months old now, it's still lurking in the back of arcades, so I thought I'd take a look.

The idea of basing a game around Halley's Comet was a good one, surrounded as it was by so much publicity, but how to make it into an exciting and playable game? I know, let's make it a space shoot 'em up and the penalty for failure is the planet colliding with your planet. Macabre. But that's what it's all about.

You've got the idea? Good, well let's go out and save the world. In fact, the game is a good, fast shoot 'em up, and though I failed dismally in my race against destruction, it was exciting enough to make me want to continue playing. The screen layout is unusual in that apart from the main playing area, there's a strip down the right hand side which maps out the comet's progress towards the planet and how well you're doing to halt it.

Halting it means blowing it out of the skies, no easy task when there are zillions of other things to annihilate too. The most dangerous are the meteors which swarm down, *Gyron* style, making it a tricky job to destroy them in one swoop. If they hit you, you can say goodbye to any dreams you may hold of coming out of this suicide mission alive, and if they hit the planet you're supposed to be protecting they'll cause untold damage. You just can't win. The idea is to hae a fast trigger finger and a working joystick. The former I have, the latter behaved like a slug and I can only hope my terrible score was due to this defect!

There are several ways of losing in *Halley's Comet*. When all your battle ships are lost; when the comet collides with the planet; or when you've let through so many meteors that the planet's damage level reaches 100 percent. Believe me, the last happens quite easily. But at least the vertical map down the side tells you at each stage of the game what the damage level





is. I suppose it's to help you prepare for the worst, and get more money ready to continue playing, or it might galvanise you into shooting more accurately.

But meteors aren't the only things to watch out for. Stationary space stations abound, and though they look insignificant, fly over one and you'll find it's solid. Booom! Another ship destroyed. The best thing is to try and avoid them or blow them out of space. And then there are stray comets — not Halley's I don't think — which shoot down with a marvellous burning blue tail. These must be stopped — it's quite easy if you're ready for them. You've just got to be quick.

But the best feature of all are the satellite ships you can collect to increase your fire power by eight or ten times. You'll notice them, and probably ignore them at first, as nothing to worry about. Just little space ships doing nothing which soon disappear. But if you fly over them they'll attach themselves to your tail in a 'V' formation, and if you have enough of them, nothing will get past you. It's normaly at this stage that a huge comet will burst from the top of the screen and knock a massive hole in your defences.

There are also objects which Taito call ship-shaped bombs. I didn't find any, but if you press the emergency escape button they act as smart bombs, destroying everything on the screen and giving you a welcome breather. Not for long though, because you'll notice that Halley's Comet is about to collide, something you'd forgotton about in all the excitement, and that the planet is past praying for. When it does go up it's spectacular. The screen pans down to show the rim of the planet and shockwaves of orange working upwards in waves.

Bye, bye planet. I don't know why I let this one slip past me, I should have looked at it months ago when Halley's Comet was making it's brief but spectacular appearance, but more likely I was star gazing at the time.

Still, if you haven't played it yet, it's well worth a bash. Not the best shoot 'em up in the world, but certainly not the worst either. Though I'm not sure about the idea of colliding comets. A bit close to home that.









## ● SPELLUNKER

Maze games with a collect and dodge theme are two-a-penny, and when you find a good one you tend to forget that the theme's as old as the Ark and just enjoy the game. However, when you find a naff version, you tend to wonder why the company even bothered to bring out such a disaster.

And that's what I was thinking as I shovelled my precious pennies into *Spellunker II* from the Irem Corporation. In fact Broderbund, the American Software house, is responsible for this awful game, and it doesn't in any way match up to its predecessor, *Spellunker.*

*Spellunker* must be nearly two years old, and is a maze game, but at least it was worth playing. I can find nothing good to say about its namesake, which is played on much the same lines but with appalling graphics and sound.

The game is set with a kind of depth meter which measures your horrendous journey into the bowels of the earth, through oceans and the like. There's an energy grid, which on some occasions took far too long to run out, but more about that later, and ropes to slither down, bombs to avoid and countless nasties to get rid of.

There are also some goodies to collect — the normal stuff and 23 keys which just happens to be the subtitle of the game.

So on with the search for whatever lies at the bottom. Down a rope, off to one side to collect some goddies, then across a chasm to investigate an unfriendly looking bomb which lay on the other side. No sooner had I jumped over it, than a wall sprang up enclosing me. No way of escape. I felt like banging my head against a brick wall. And in the event that's what I had to do to run out of energy and so kill myself. But that's just the beginning, because when your new man appears on screen, he too is trapped in the wall. Could this be a bug? If not, it's one of the worst pieces of programming I've come across. Anyway, when I'd managed to kill off all three lives and the game thankfully ended, I decided to give the continue play facility a go, positive that I'd now be released from my prison. No chance. There I was, surrounded by a brick wall and no way of escaping, and I then had to spend the next few minutes killing myself off again, and again.

Another irritating feature concerns your energy levels when you use the continue play facility. If you die by the hand of the nasties, when the new game starts, your energy levels will be at the same level as when you died. That could be almost zero and so you'll lose a life almost before you've started playing. To me the game is grossly unfair and a total waste of money.

And further on . . . well I didn't have the heart to continue. Broderbund's games in the past — *Loderunner, Spellunker* — have always been enjoyable to play so I don't know what went wrong with *Spellunker II*, but I wouldn't recommend it. It's one of those games that makes you think of never going into an arcade again.



# DEMPSEY AND MAKEPEACE

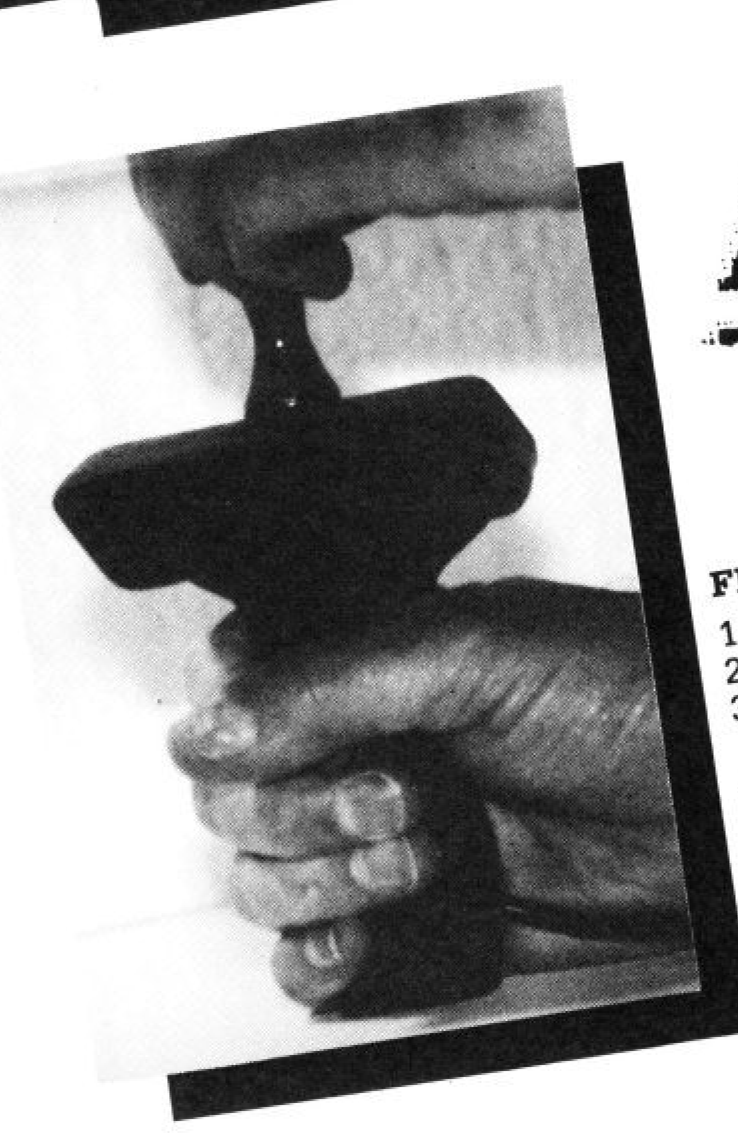
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# C+VG Mailbag

**COMPUTER + VIDEO GAMES**
**30-32 FARRINGDON LANE**
**LONDON, EC1R 3AU**

**Fsssssssstt . . . Hello there. I'm Grill, the smooth, sophisticated new member of the Bug Hunters. This is my first outing on the Mailbag pages and I'm looking forward to some red hot comments and perhaps a few blazing arguments. Let's check out this month's correspondence . . . .**

● Please accept apologies for such a long letter, but, unfortunately it is necessary to supply all the details.

In your April edition of *C+VG* there was an advertisement for *Paper Boy*, which I ordered from Elite for a Spectrum.
After waiting eight weeks, I wrote to Elite who wrote back to say that the game had not yet been assigned a release date I was asked to write back if I wanted to wait, which I did.

In July I rang the Mail Order Dept at Elite and was told that the release date would be August, but because I had waited so long they would send me a complimentary game, which seemed fair enough.

I rang again at the end of August, when still nothing had arrived, and again was assured that the release date for *Paper Boy* had been despatched on Thursday 18th September. I was absolutely appalled when I had to ring again on the 24th September because no game had arrived, only to be told there was no record of my original order, my cheque, my letters or my countless telephone calls!

Needless to say this last conversation was quite heated and I cancelled my order. The young lady on the switchboard said she would make sure my money was returned. But, still nothing. I would obviously be wasting my time contacting them again. It would be interesting to see if anyone else had experienced this kind of problem. As for me — never again!
*C. F. Sandy (Mrs)*
*Devon.*

**This sort of thing makes me start to smolder. It seems you've been a victim of a company advertising before the product is ready — all too familiar to us here at C+VG, Mrs Sandy. My only advice is that if you're lucky enough to have a software shop near you wait until the game you want actually appears. The good news is that many software companies are now thinking twice about when they advertise new games and waiting until the programmers have actually come up with the goods. I can understand you getting heated about not getting your cash back. I often get heated up — about lots of things.**

● I was pleased to see that you printed my of warning in the August *C+VG*. I hope that you pay attention to it, but, I am afraid that it has been superceded by grim new evidence that has come into my possession.

As you no doubt remember I claimed before that Hanna Smith was in fact a cartoon. I now know that this is UNTRUE you see the whole truth is that *'Crash'* have hired a MODEL to play her part for public apearances and photos. Yes! A model! A badly assembled *Airfix* one.

Study the photos of this plastic monstrosity, if you have the stomach for such a task. You will see the clumsy joining of the parts, how they are anatomically incorrect and unconvincing and how no attempt has been made to file down the joins.

You can also see where the various parts have been broken hastily off by someone in a hurry and panicking in their haste to finish the kit in time for the photo-call.

I can now reveal for the first time the origin of this model. Henna Smooth is, in fact, nothing more than an adaptation taken from the old Airfix 1/12 scale Oliver Cromwell kit.

"Someone" has merely taken off the helmet, discarded the sword, filed down the facial warts and given the whole thing a "modern" (!!??!!) haircut.

Furthermore if you study the various images available of the subject under discussion you will notice another disturbing fact that I can now confirm for the first time in public. Like Worzel Gummidge the Haircut Smith model has interchangable heads! I think there are five of these but I have only personally monitored three of these. They are: 1) The smug sitting at bar holding drink head. 2) The grim determined head and 3) The vacant-eyed, thoughtful girlie tipster head.

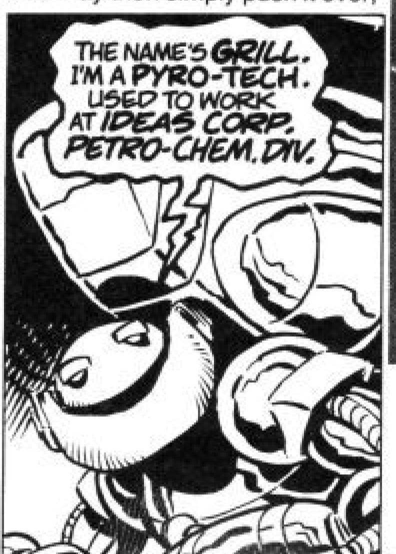
Head No.5 is, I am a fairly certain, the "Oh No Melissa! Please don't hurt me I apologise, I take it all back!" head.

The kit will of course be wearing this one very soon and thanks to you it will probably be rearranged so that its on backwards (vast improvement).

Here is a tip for you, Oh Empress of Tipsters. On the day you meet Old Plastic Bonce take along a bottle of liquid polystyrene cement and simply pour some over Harmless Smug's knees.

The glue will stick them together, they will seize up and the kit will become immobilised. You may then simply push it over, disassemble it and pack it back into the box it came in. Simple. . . .
*Rex V. Barnes*
*Bromley*

**I'm shocked and stunned. How could anyone even consider such a devious plan. The good news is that if our Melissa takes ME along with her she won't need the polystyrene cement. I'm good at melting things. But the word on the street is that Henna Smooth only dared to come near the IDEAS Central mobile unit at the recent PCW show on the day that Melissa was taking a well earned break. . .**




● Please excuse me if some of the comments in this letter appear to be a little out of date but we are a two months behind out here in the colonies.

My first comment refers to a remark made in July issue, where the writer felt there a too much space devoted to Keith Campbell's Adventure column.

I beg to differ. This column is the best of its type in any of the computer magazines and is one of the reasons I am a regular subscriber.

I congratulate Mr Campbell and your editing staff for the quality and the content of the column and I for one sincerely hope you do not reduce it.

My second comment is a general one regarding magzine bashing. It really annoys me to see letters in *Mailbag* that contain nothing but destructive critisism.

I myself, buy two magazines regularly, *C+VG* and *Zzap*. I buy both of them on their merits. I buy *C+VG* because it provides information about what is happening on other machines besides my own and it has the best adventure column.

I buy *Zzap* because it is the only magazine that is devoted entirely to the type of machine I own.

I enjoy both magazines and find no reason to knock them. What one doesn't provide, the other does.

To run a magazine down because it is not tailor-made to that readers need is futile.
The answer's simple. Don't buy it.

The other thing to be considered too is price. If one wants a magazine that provides everything perfectly, is well presented on high quality paper





and in full colour then one would expect to pay the price accordingly.

Personally I thing *C+VG* and the other magazine I mentioned represent excellent value and I will continue to subscribe, even if I do not get July's issue until September!

*Mike Pillette*
*New Zealand*

**The colonies eh? Still, there's no real reason why a subscription should take you so long to get. Do you order the mag from your local newsagent or get it direct from us here at IDEAS Central. If you get it direct I'll have a little hot gossip with the guys that send out the copies to your part of the planet. And go steady on the congrats to Campbell, we have to pay him enough already . . . .**

● Ever since those dark bygone ages of computing history, when a brand new 1K ZX81 cost around £70, when a fab computer mag cost 75p, (a rise of 23p in 5 years can't be bad, can it?) when the latest game was either a "scramble" or "bomber" type game with symbols for graphics which you had to imagine were somthing totally amazing and when a gamer had to RUN the software him/herself . . . I have been an avid reader of *C+VG*.

I can remember when the mag stood out from the rest — mainly due to the fantastic artwork on the covers — it was in a class of its own. It was full of listings — one for each popular micro, pages and pages of letters, reviews, news, cartoon, adverts and competitions. It even had its own crossword and puzzle page. There were programming tips and advice, project pages of all sorts

withstand anything. A couple of years ago, before the great change, *C+VG* went through a big crisis.

It became boring, middle of the road, boring, boring, below average, couldn't kill a fly with it, rubbish in other words – – – –! So I didn't buy it — shock! horror! yahboo!

But, out of the murky waters a lace-gloved, female hand appeared and handed me a *C+VG* . . . it wasn't its oldself, looking pale and rather empty. I nearly gave it up for dead, but a voice confided in me and said "a change in nigh, persevere . . . persevere".

So, I persevered and to my delight, the new look came!

At last, great covers, colourful and almost orderly reviews, a wonderful arcade section (only a double page?) more special features, more news, a bigger adventure section (keep up the good work Keith and Co.) What more can I say?

Well, it could be better. Slave driver, aren't I.?! Improvements? A bigger arcade section, more letter pages, more reviews for the Atari (Atari users are the most loyal bunch I know and they deserve better!), a review section for less popular computers, more reviews for the BBC, less reviews for budget titles, good coverage on other things happening around the world (*Letter from America*, is a great idea) AND a couple of pleas from the heart:

1) replace the original *C+VG* logo

2) Bring Back the Bugs — Bug Hunters is rubbish (No disrespect to Jerry Paris).

With these improvements *C+VG* will be in a class of its

**Talking about getting heated up, this guy seems a prime candidate for a tough of Grilling! Bug Hunters are rubbish are they! See if you think the same after you've been incinerated Mister Knight! OK, so the rest of your comments are pretty reasonable and I'm glad you've come back to C+VG — and anyway the Ed says we can't fry people who complain. Seems a shame to me, but there's no arguing with him. As to the strip of plastic stuck to the front of that early issue, well, all the left over bits were collected up and used in the construction of Jeffrey Archer, who I understand has since become someone quite famous . . . .**

● If you live on the Isle of Wight and have nothing to do on Saturday November 29th, then get yourself along to the Wight Comptuing Fair which is being held in Ryde Town Hall.

There will be special attractions including — weather satellite decoding, video digitising, and working modems. There will also be £500 worth of software and hardware prizes — all proceeds are going to two local charities. Sounds good, eh!

*The Organisers,*
*I.O.W*

**You heard the man! Get down there! Where is the Isle of Wight anyway?**

● Each month I buy your magazine, look through it and think to myself "It . . . it will be better next month, won't it?" then I turn to the back page to see what's coming next month.

A couple of months ago I saw a female pen pal but when I looked through, none were suitable for me, so I thought I will advertise for one. I quickly wrote down what I wanted for a pen pal and what I am like and sent it off to you. A month later I received the next issue and looked for the pen pal page — but it wasn't there.

Two, more issues have since arrived but still no Pen Pal page. What's going on? If you print the *Pen Pal* page someone may want to reply to my ad.

My ad goes something like this — I am a 13 year-old-boy who wants a Speccy or Commodore owning female of the same age — must be good looking. I hate adventures but love arcade adventures etc.

Some parts of your mag are great. Hot Gossip and er, er, er the ads. Having finished slagging off your magazine I would like to say that I must admit *C+VG* is of a high standard and I enjoy most of it BUT it could be better.

*Emlyn Williams*
*Essex*

**Huh! Who is Mr Hoity-Toity then? Hope you like the parts of your home I'm going to leave standing after my visit! OK! OK! Sorry, no more threats. The Ed really gets upset about senseless violence. But what's wrong with boy pen pals. You wouldn't be a junior male chauvinist piglet would you?**

# C+VG Mailbag.

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
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● I am just writing to say why the hell don't people want arguments in the letters page? I mean, what are letter pages for? I like a good laugh when I read your magazine (no it's not a pun) so when I turn to the letters page I always look for people arguing, but, what do I see? People crawling and creeping saying don't do this or don't do that. So come on print THIS and we will see if anyone writes up and disagrees.

Also I would like to say that the *Airwolf* pokes printed a year or so back for the C64 don't work. So let's see you print them right and print some old ones for people like me who have not been reading your mag for long.

*David Williams*
*Stoke on Trent*

**Yeah! I'm not hot tempered but I do like a good blazing row! Let's have more arguments! And who sent those *Airwolf* pokes in! You'll be feeling my hot breath on your neck if we find out . . .**

● I am writing in reply to the so called General from Holland in the October issue of your great magazine. He said: "Are the sound facilites of the Atari ST as good as the highest arcade standard?" No, of course they are not. But who said they were? Tony Takoushi certainly didn't.

In the article refered to, Tony only said that about *Millipede* which just so happens to be a slightly dated arcade game.

The ST is the best value for money on the market at this moment. You should be able to judge a new computer by the amount of support it gets from the software houses. Now compare what is available for the ST with the few items that are available for the Amiga. Which do you think is the best? Can you also tell me when the cinemaware programs will be available over here on the ST.

*Simon Jervis*
*Nottingham*

**You know we can't take sides here Simon! And I hope we're not going to get into one of those boring my-computer-is-better-than-your-computer arguments. They make me fume! As for the Cinemaware stuff, many of our readers were as amazed as us at the quality of the pictures we printed. No news on a release date here — but you could try contacting *Mindscape* direct at 3444 Dundee Road, Northbrook, Illinois 60062, USA.**

● I am writing to thank you for putting the competition to win a day out at the golf open in your magazine. As you may have guessed I was the winner! My wife and I had a brilliant day out. We were treated like VIP's the complete day, by the airport staff, (we flew on the shuttle to Glasgow) by the staff at Ariolasoft and the other people who shared their stand and who got us VIP seats at the 18th hole.

The staff of Ariolasoft were so friendly and made us feel at home they did everything to make our day fantastic.

Thank you everybody and especially Amanda at Ariolasoft.

*Paul & Jacky Greenough*
*Manchester*

**Your letter brought a warm glow the everyone here at *C+VG* — and not just because I accidentally set fire to it in the waste paper basket.**

● I have been reading your mailbag and wrote this letter to see if you could help me. My sister bought her 10-year-old son an Atari computer but, it is an old one and he has only got one cartridge — the one he got with it and we do not seem to be able to get him any more. Can you help us as he is going mad.

*P. Richardson*
*Liverpool*

**What you don't say is if the Atari is in fact a proper computer or the old VCS dedicated video game machine. But your best bet is to contact Atari direct on 0753 33344.**

● I read your magazine with interest — but I dread looking at the pictures! The text presentation is the best in any magazine I have seen, but the pictures and review selection annoy me and many of my friends. When you magazine is put together all the good screen shots are replaced by shots from Speccy's and Amstrads, machines that suffer from B.G.T. C.O.S.S. (Block Graphics, Two Colour, Overlay Sprite Syndrome). This problem can be rectified by printing screen shots from good computers like the C64 128, Amiga, Atari ST — and then printing the 64 screenshots the right way up and in the right place!

You may think this is a bit harsh on our poor Speccy/Amstrad pals — but surely they would appreciate colour photo's with no sprite clashes, although I do think many programmers are getting their act together over multi-coloured games for the Spectrum — i.e. *Lightforce*. Admit it. It would make your mag more presentable

*Mark Dodwell,*
*Dorset*

**Oh come on Mark! It's nice to look at the amazing graphics produced by Amiga's and ST's — but how many people will be using the things? We want to show our readers what they'll be getting when they buy a game by printing screen shots of a game they may want to buy. We'd have loads more letters for me to incinerate if we stopped printing Spectrum and Amstrad screen shots, that's for sure. I think you are suffering from S.C.D. (Smug Commodore Owner). Anyway, some Amstrad screens are really nice — just look at *Batman* or *Sorcery*. And I'm sure I've seen chunky graphics on a 64 in my time . . .**

● I own an Amiga. I was fascinated by your preview in October's edition of Mindscape's new *Cinemaware* programs such as the *Defender of the Crown*. I would like to know what these programs are exactly. Are they Arcades, Arcade Adventures, Adventures or just a movie. Whatever the case I would like to have their address to be able to contact them directly.

*Oliver Said,*
*Malta*

**Yeah! We were fascinated by Mindscape's Cinemaware stuff to. And although I like to appear as though I know it all, this time I'm stumped. Until we get hold of some software we'll tell you more. In the UK Mirrorsoft are the people who are looking after the Mindscape products but you can contact the company direct at 3444 Dundee Road, Northbrook, Illinois 60062, USA.**

● What ever happened to the impartiality of the press? You may be wondering what I am going on about so I will explain.

In the November issue of *C+VG* there was a "review" of *El Toro*, a game for the Spectrum about bull fighting. I was horrified to read such a biased and self opinionated piece on bullfighting and absolutely nothing on the quality of the game itself. I always thought that a review of a game was about the quality of: graphics; sound; value; playability.

I am not attempting to defend bull fighting, just as I wouldn't defend boxing but I do not remember seeing a similar piece of "journalism" on any of the boxing and martial arts games. Come to think of it, I have not read anything about the fact that poor animals are shot and kicked or punched to death in some of these games (e.g. *Fist II* and *Kane* — where birds are killed for no other reason than to sell for tokens. Try to remember it's just a computer game, not the real thing and it you feel so strongly about it then write to the Spanish Government.

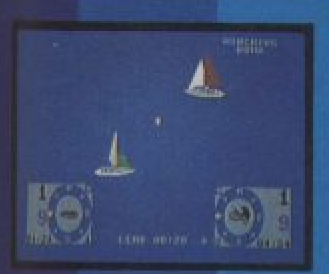
So please in future lets have somebody who will give a review of the game and not A.L.F. propaganda. There must be plenty of people out there who enjoy playing these sorts of game otherwise they would not enter the games charts with such regularity.

After all, I thought that there was a certain amount of freedom of choice still in this country so you don't have to buy a game such as this if you don't wont to, do you?

*Jonathan Diamond*
*Cheadle,*
*Cheshire*

**So just because C+VG is a computer magazine it shouldn't bother about wider issues, eh Jon? What is a game like *El Toro* but propaganda for blood sports. Encouraging people to think killing bulls is a "fun" thing to do. And I thought there was something called the freedom of the press wich enables us to comment as we see fit. I think the review summed up the quality of the game pretty well. Humans can make choices about everything that affects their daily lives. Even if it means taking part in a violent sport. Animals can't. You are defending bull-fighting simply because you don't condemn it. As for the other games you mention — you're right. Cruelty to animals in any shape or form is wrong.**










U.S. GOLD

# PEN PAL PAGE

● Please, please, please could you put me in touch with an American penfriend. I mean, I have tried everywhere I can think of, but, I still cannot find one. I would like a male pen-pal who is around 13–16 and I would like to exchange software and ideas with him.
*Richard Burrows*
*Worcestershire*

● I am an Atari owner with a cassette recorder. I have many games on cassette and would like to contact owners to swap games, tips etc.
*Chris Glasson*
*Merseyside*

● I own a Spectrum 48K with Interface II and printer. I collect pokes and games. Anyone can contact me, I don't care who, as long as they have a Spectrum.
*Jon Bowen*
*Devon*

● I am interested in trading software with anyone who has a C64 and disk drive. I would really like to try some of England's software and I am sure you would like to try some American software.
*Chris Macionski*
*8456 Concord*
*Grosse Ile*
*Michigan 348138*
*USA*

● I am a 15 year old, arcade game addict, Amstrad CPC464 owner and I want to hear from some (or all) of the thousands of other sensible people out there. Make your letters interesting — most interesting ones will be answered first! All letters answered. I have many of the best new games. Don't forget lists!!
*Ashley Cotter-Cairns*
*Herts*

● I am the owner of a C64 computer. I wish to contact other owners of the same computer. I wish to discuss, exchange ideas etc about the C64.
*Bony Islam*
*1/2 D, Kavi MD Ikbal Road*
*Kidderpore*
*Calcutta — 700023*
*West Bengal*
*India*

● Hi, my name's Britt and I am 17. I own a ZX Spectrum 48K and I would like very much to get in contact with a 17+ male, Speccy owner in the USA, Canada or West Germany. It would also be nice if you had some other interests, eg, Sport.
*Britt Conacher*
*Stafford*

● Any Commodore 64 owners want a penpal? If you do just write to me.
*Daryll Collis*
*Cleveland*

● I am a Commodore C16 and 1541, 1531 user in Germany and would like to get in touch with another C16 user. Write to me if you would like to swap software.
*Henning Kuester*
*Deezbueller Strasse 22*
*2260 Niebuell*
*West Germany*

● I own a Commodore Vic 20 and would like to find pen pals from any corner of the world who would like to exchange tips etc on cartridge, tape or paper, for the unexpanded, 3K/superexpander, 8K 16K Vic
*J Fang*
*62 Husband Road*
*Forest Hill*
*Victoria 3131*
*Australia*

If you live in Australia you can call me on 03 878 9125 after 3.30pm.

● I am an Atari 600XL owner. I have lots of software and utilities and I would like some pen pals from anywhere. We could exchange software talk about computers and send each other information. Please send your letters to
*Andrew*
*Lim Enjoo*
*No 12, Lorong SS1/9A*
*47300 Petaling Jaya*
*Selangor*
*West Malaysia*

● I am 15 and would like a penpal of about the same age and tastes, preferably outside Scotland. You must be mad on Adventures and willing to swap hints and tips with me.
*Michael McCool*
*Dumbartonshire*

● 16 Year old male C64 programmer (intellectual, frustrated, hard-up) seeks similar (preferably female) for help in a very early mid-life crisis. All replies answered, from any country.
*Anthony Lees*
*Lancashire*

● I own an Oric Atmos and would like to have penpals. I have nearly 400 titles and would like to swap hints, tips and games.
*Jean Miginiac*
*16 Avenue des Flamants*
*Roses*
*13310 Saint Martin de*
*Crau*
*France*

● We are forming a user group for C16/Plus 4 owners. We will produce a club magazine with news, reviews of hardware and software, interviews with software authors, competitions etc.
*David Baxter*
*Lanarkshire*

● If you own a BBC and a 40 or 80 track disc drive, get in touch with me to swap hints, tips, games and questions.
*Cameron Marshall*
*Wakefield*

● Three Spectrum owners from Poland have written to the C+VG for help from readers with programming and games. If you are interested write to one of them.
*Tomasz Bronisz*
*Paderewskiego 18*
*21–100 Lubartow*
*Poland*
*Pawet Dieksiewicz*
*Wola Osinska 10a*
*24–103 Zyrzyn*
*Poland*
*Mirostaw Potowski*
*ul. Wrolblewskiego 23/31*
*24–100 Putawy*
*Poland*

● For British penpals please send your letter to C+VG.



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# SpAc

Why don't you stop playing games and read a book? They're not boring. Especially if they are science fiction classics like the novels Peter Nicholls talks about here. He's the Hugo award winning editor of *The Science Fiction Encyclopedia.*

Science fiction has always had a close connection with computer games. Lots of people have been drawn to computer gaming through their interest in books — but these days it's just as likely to happen the other way around.

The very qualities that make SF what it is are also crucial ingredients of games. Lots of colour and action, a readiness to go in for some pretty weird lateral thinking and a strong element of problem solving.

The influence of science fiction isn't just restricted to arcade games. Lots of adventures, from Infocom's *Planetfall* to Level 9's *Silicon Dream* trilogy have used SF themes.

Most thrillers and romances set out simply to entertain — which is fine. But science fiction is different. It may be entertainment but it's mind stretching too.

In a world where everything is changing faster than ever before SF gives its readers a chance to start adjusting to changes even before they happen.

Here I'm going to suggest a list of the ten best SF books for computer gamers. In one way, of course, these lists are nonsense. Different people look for different things in books. Think of this as a list of books likely to be enjoyed by people who are fairly new to science fiction, and are mostly quite young, and like the problem solving element of computer games.

They may not be the ten best SF books ever, but if you read them you'll be in a pretty good position to start making your own judgements about good and bad in this field — and make no mistake about it, there's a lot of rubbish around that could easily put you off the whole think.



In 1956 a young scientist called Arthur C. Clarke published *The City and the Stars* (Gollancz). It was the first novel he had written, and some people think it's still his best.

Oddly enough, the book is almost an attack on computer gaming. In the city of Diaspar nobody has ever been outside the walls. They don't even know there is an outside. The infinitely complicated games programs they can plug into (with direct mind contact) give them all the adventure they need. But one young man feels that this is not enough. The tale of how he discovers what lies outside Diaspar is fascinating, moving and constantly surprising.

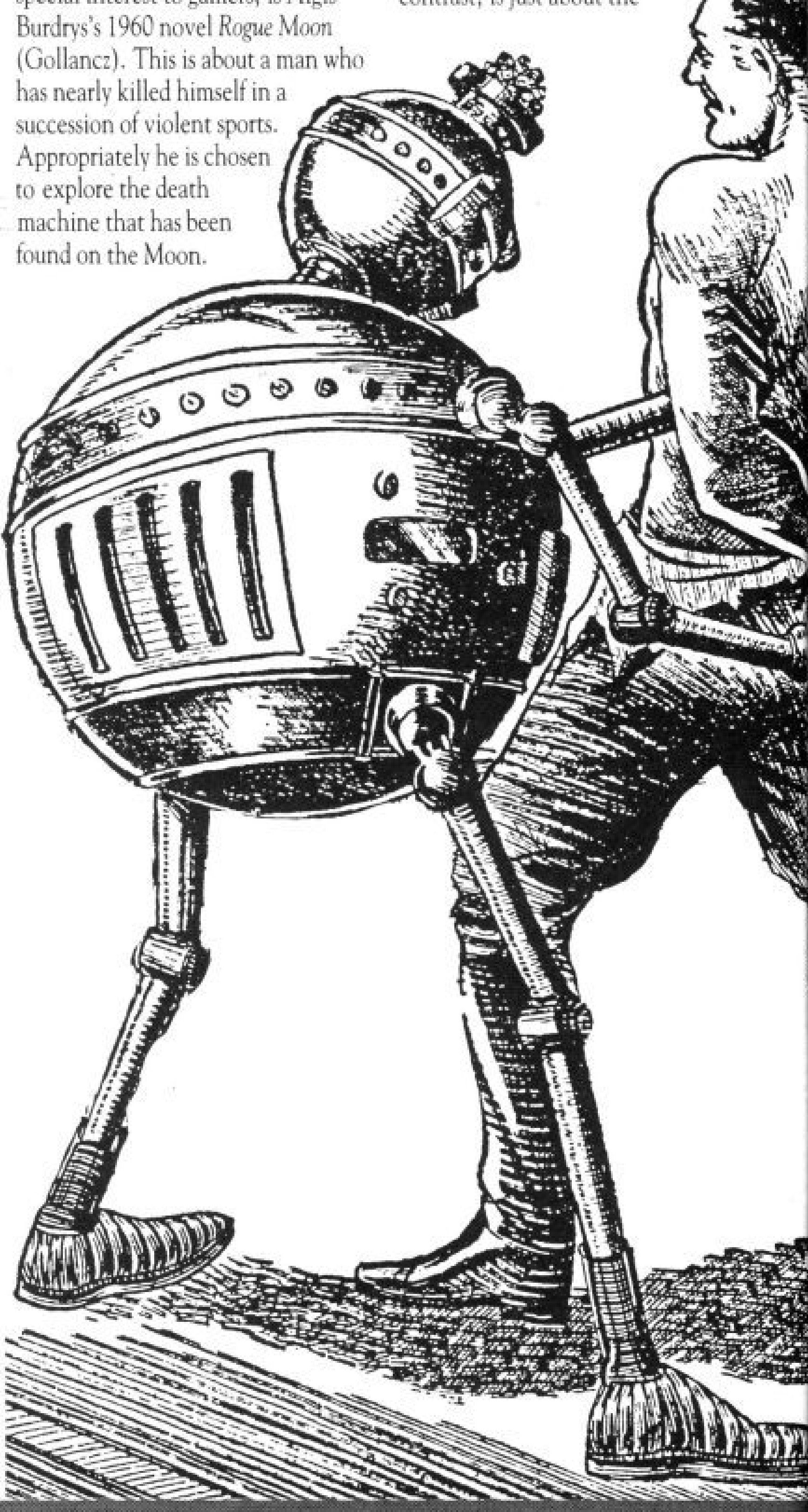
Also in 1956 *Tiger! Tiger!* (Penguin) by Alfred Beser became one of the all-time SF classics almost overnight. (In some editions it goes under the alternate title of *The Star's My Destination.*)

The book is partly about the discovery of teleportation (travelling by the power of the mind) and partly a truly manic revenge story. It has more original SF ideas in each chapter than most books have in their full length. It reads like a literary firework display.

Another great first novel was Brian Aldis' *Non-Stop* (1958, Grafton). One of my favourite SF themes has always been "discovering the true nature of your world". Some people might go so far as to say that this is what life itself is all about. In computer games, too, you are given a world, and have to find out what it means and how it works.

Aldis gives us a landscape containing metal walls. It's tremendously vivid, and the final revelation is a total surprise.

Less well known than these, but of special interest to gamers, is Algis Burdrys's 1960 novel *Rogue Moon* (Gollancz). This is about a man who has nearly killed himself in a succession of violent sports. Appropriately he is chosen to explore the death machine that has been found on the Moon.



This machine is the nearest literary equivalent to an arcade game I've ever found in SF. It's been built by aliens, and nobody knows its purpose, but as a side effect it kills people.

The next selection, by contrast, is just about the

# cEd OuT

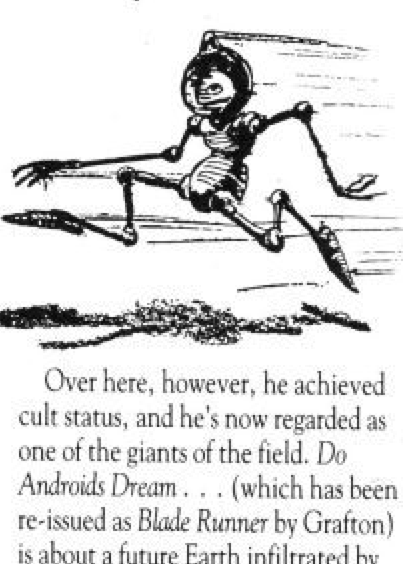
most famous SF novel ever written, Frank Herbert's *Dune* (1966, New English Library). The planet Arrakis is unwilling to give up its secrets to the young princeling Paul Atreides, but slowly he decodes the enigmatic secrets of this desert world, including the function of the monstrous sandworms.

*Dune* is eccentric but always fascinating. All sorts of theories about history, psychology and ecology are flung out throughout the length of this huge novel.

Roger Zelazny is one of SF's mavericks. Half the time nobody is sure whether he is writing SF or fantasy, and the loonily entertaining *Lord of Light* (1967, Methuen) is a good example. On the surface it seems to be an adventure novel about the lively squabbles between various Hindu gods and the Buddha, Sam (short for Mahasamatman). But then again, it seems to be a novel about the colonisation of another planet. It's all very weird, but by the end it makes sense, and it's told in a lively, lurid, hardbitten style — a kind of street poetry.

*Blade Runner* is one of the best SF films yet, but it isn't as interesting as the novel it was based on, *Do Androids Dream of Electric Sheep?* by Philip K. Dick (1968).

During most of Dick's writing lifetime (he died quite young a few years back) he was regarded in his home country, America, as no more than a crazy pulp-writer, whose books were seldom given the dignity of a hardcover publication.



Over here, however, he achieved cult status, and he's now regarded as one of the giants of the field. *Do Androids Dream . . .* (which has been re-issued as *Blade Runner* by Grafton) is about a future Earth infiltrated by androids, artificial humans of great strength and intellect, but without compassion or real feeling.

The hero, whose task it is to search out and destroy these androids, begins to worry about his own humanity. Could it be that he is an android too? In the games this story plays with appearance and reality, the book is really asking, what is it that makes us human?

It wasn't only the fifties and sixties that produced great science fiction. We're doing pretty well in the eighties too. The years 1980-1983 saw the publication of the four-volume series *The Book of the New Sun* by Gene Wolfe (Arrow Books).

The first volume is called *The Shadow of the Torturer*. You should be warned that what looks like a teenage adventure story set in the far future is really very grown up indeed. I would not recommend this particular series to anybody new to science fiction — they might be too difficult to follow — but it has a strong claim to be the most sophisticated science fiction book ever published.

The hero is an apprentice in the torturer's guild, but the story is definitely not an exercise in sadism. The world he lives in is our own a long way ahead, after the rise and fall of the Age of Technology.

Surprisingly, the computer itself has not received a particularly searching treatment in SF. But there is one young writer who has envisiged a world in which the computerised communications network is so elaborate that it almost forms a new philosophical entity, a new kind of space, called cyberspace. You can enter cyberspace through direct brain-implant modems.

The writer is William Gibson, and his award-winning first novel, *Neuromancer* (1984, Grafton) is an exciting thriller about a hacker, a computer jockey, who gets out of his depth tackling black ice (computer security systems programmed to create deadly feedback in the brains of those who try to break through them). When you read this story you can't help feeling that this is hardly fiction at all; this may really *be* the world of the near future.

Modern physics — unbelievably way out but with a real grounding in relativistic and quantum mathematics — is the foreground of my most recent choice, *Eon* by Greg Bear, just out from Gollancz. Don't let that mathematics talk put you off. This is not just *science* fiction. It's an un-put-downable adventure as well. An apparently abandoned space craft is found not far from Earth. It's a hollowed-out asteroid around 250km long, with seven chambers inside.

It seems to come from the future. But the real marvel is the seventh chamber, which is bigger inside than out. Much bigger. Possibly infinite, and certainly more than 1,000,000km long. How can this be? And does anybody live there?

People who have been complaining in recent years that SF is losing its sense of wonder should immerse themselves in the multi-dimensional space of this one, which is almost like an up-to-date version of the very best Arthur C. Clarke, back in the days of his prime.



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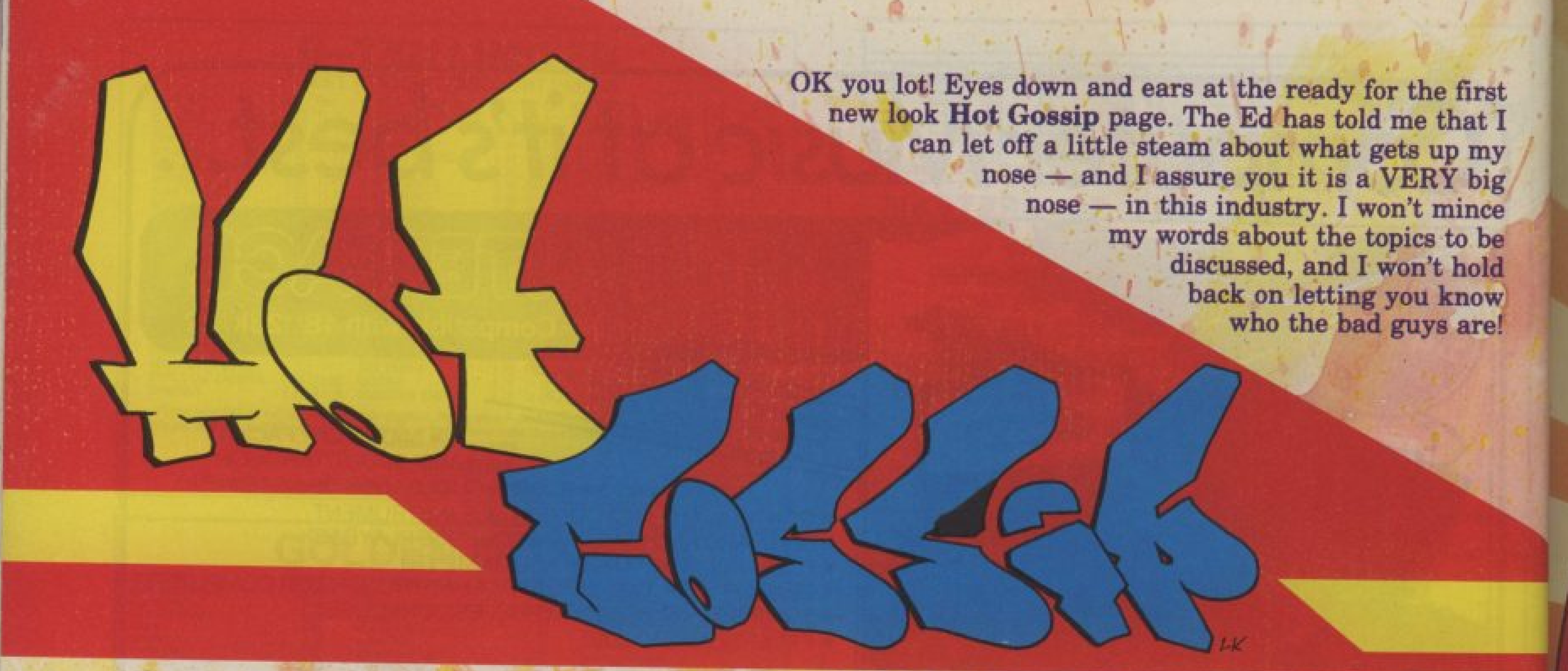
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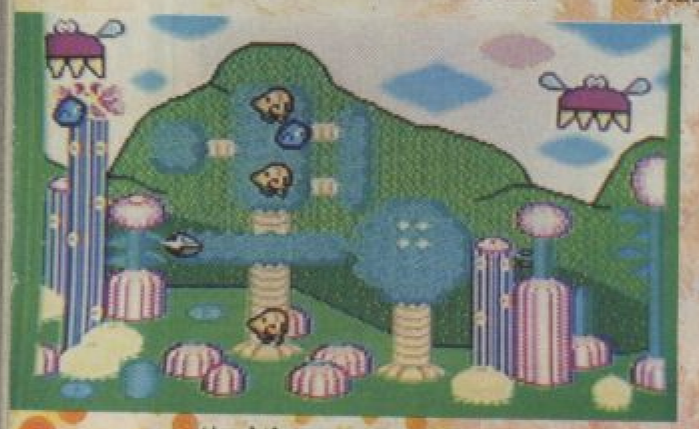
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OK you lot! Eyes down and ears at the ready for the first new look **Hot Gossip** page. The Ed has told me that I can let off a little steam about what gets up my nose — and I assure you it is a VERY big nose — in this industry. I won't mince my words about the topics to be discussed, and I won't hold back on letting you know who the bad guys are!

There are times when I feel physically sick and frustrated with the same old boring repetitive clap-trap that software houses call games.

We have not moved on as an industry in the last two years. Take a look at the various charts and you will see the same old tired themes again and again.



The games in the charts fall into the three main categories of Ladders and Ramps, Sports Simulations and Shoot 'em ups.

Of the three the most absured concept is L+R. It helped start this industry and has gone on to suffocate it. Ladders and Ramps RULE — but it is NOT OK!

There will always be room for definitive copies of arcade originals and for quality, state-of-the-art software. What we DON'T need are 999 copies of popular arcade/computer games.

A few years ago the market was swamped with versions of *Space Invaders, Pacman, Galaxions* and *Donkey Kong*. Today there are no longer "versions", they are called licenses.

Companies claim programmers are to blame, maybe they are but they need to earn a living and if they do not get active support they starve. So instead of writing original games they do conversions and souped up rehashes of current chart/arcade hits.

There isn't one software house out there consistently producing truly innovative software. What most of them are doing is producing very slick L+R jobs with superb graphics, great music and sound effects.

**Why are they doing it?**
Because YOU are buying their games by the thousands. There is a demand and software houses are justifiably catering for it. But don't you see, it is almost self-perpetuating.

The longer YOU keep buying them the longer they keep producing dull, soulless — but very pretty — software.

Even arcade and film licenses converted to home micros tend to be glossy L+R. Many of them sell and top charts because a lot of you just do not stop and think before you buy. You are forking out around £8 for a name and very little else.

The ball is in YOUR court. It always has been, but I don't think you have realised it.

Make software houses sit up and take notice. You are the only ones who can do it. They will not listen to anyone else. It is YOU who will make or break them, so use that power to get the software YOU want.

If you are happy playing the same old games for the next five years then fine just carry on as you are. If you want to see a change, then get off your bottom, pull your finger out and write to software houses. Let them know the kind of software you want them to produce.

Whether you agree with me or not, drop me a line. I will be very interested to hear what YOU think.

**REMEMBER: YOUR INDUSTRY NEEDS YOU!**

"Allo my son, are you comin' down the boozer?", the crafty, and thirsty, old man asked.

"Gosh no, I'm frightfully sorry old chap, I know we would have a really spiffing time and all that, but I must go home." And with that I tried to leave the scene gracefully.

"Yeah, but they've got darts, bowlin' and 'ockey down the pub, not like them pretend computer games you play at home!"

"Goodness! You've just reminded me. I CAN play them at home now. I have got **Indoor Games** from Mindscape software!"

**Indoor Games** is the latest (sports?) simulation to hit the Commodore 64. It comes from those Mindscape people in the US. It looks set to appear under the Gold label in the UK.

It offers three sports — Darts, Bowling and Air-Hockey, played one-on-one.

On loading Darts you are faced with an options page (as with all three sports). This allows you to choose solo, one/two players or demo mode. Also choose double on/off, game length (301, 501, 701), skill level and game speed.

When options have been selected you switch screens and face a dartboard with a dart which you can move across the bottom of the screen via the joystick. When in position you press the fire button to hold it in place then wait for a power gauge to reach the desired strength, tap the fire button and away it goes.

The graphics are very tasty and you do get a feel for playing the game (which had been missing in previous versions I had seen). Sound is the bare minimum, but that's what you would expect!

Ten-Pin Bowling offers you a wide range of options also, solo/1+2 player, balls (weight and alley slickness!), games per series and skill level.

You are shown a man about to pick up a ball you than move him to where you want across the bowling lane and press the fire button to move another arrow across the lane to show the line of the ball.

On release of the button he starts to bowl as he comes to the lane you can adjust his swing and follow through with the joystick.

When the ball is released you are shown the ten-pins and the ball hurtling towards them and the player's face (his expressions range from a stupid grin to grinding teeth). Your score is marked on a card at the bottom of the screeen.

The final offering is Hockey. It is the simplest of the lot in presentation and play.




It's not the Hockey you may have played at school. It's air-hockey the game which is found in arcades. The play area is simple enough. Just a centre circle and goals at either end. There is a puck and the player has a stick which looks like an Atari joystick.

As the game is played on a thin layer of air the puck and you sticks slide very fast across the pitch.

Overall the package is well presented, sound is OK and there are a few ditty's for you to hum.

**Tony Takoushi**


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